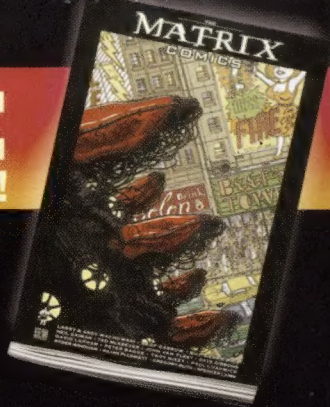


MATRIX REVISITED:

15 COPIES OF THE NEW £16.99 COMICS ANTHOLOGY TO BE WON!



COMICS

INTERNATIONAL



THE
MATRIX
COMICS

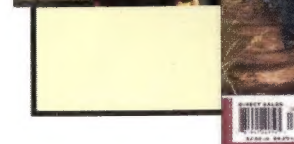
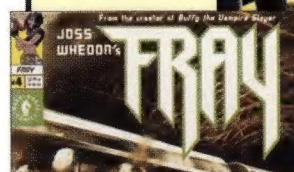
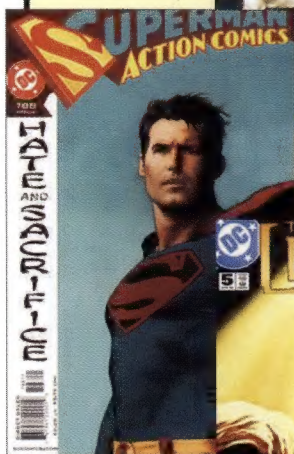
No. 167

£1.50/\$2.50 (Can: \$4.25) €2.75

Excluding
local tax

JANUARY 2004

AUSTRALIA...\$4.50 CYPRUS...£1.40 DENMARK...Kr18.75 GIBRALTAR...£1.60 HONG KONG...\$16.50 ISRAEL...NIS9.50 JAPAN...¥285 MALAYSIA...RM8 MALTA...£m1.00
NORWAY...Kr20.00 NEW ZEALAND...\$5.00 POLAND...PLN6.50 SINGAPORE...\$4.00 S.AFRICA...R12.50 SWEDEN...Kr20.00 SWITZERLAND...CHF10.00 TURKEY...TL980000



MISS ALL OF THESE?

That's okay, so did everybody else. They don't exist, except on the drawing board of top UK talent John Watson and on Dez Skinn's computer.

DON'T PANIC!

Prevent such shocks to your system with the knowledge that you need never miss any new issues of your favourite titles ever again.

LET US DO THE WORK!

You're only three easy steps away from being able to get every issue, on time, always . . .

1

Set up a COMIC BIZ subscription! Phone us on 020 8446 3464 or fax us on 020 8446 2819 or send an e-mail to us at biz@comic-biz.com

2

Tell us the titles you collect and the issue numbers you'd like us to start from plus whether weekly or monthly despatch...

3

Now sit back and wait for your comics! Your credit/debit card will not be charged until the issues are despatched to you.

Alternatively, you can order titles and manage your own subscriptions through our website: www.comic-biz.com

If you haven't received the latest Comic Biz 40-page catalogue, call for your free copy!

"Probably Europe's Finest Subscription & Back Issue Service!"

COMIC BIZ
COMIC BIZ™

COMIC BIZ
FREEPOST LON 6797,
PO BOX 7041, LONDON N12 9BR



CARDS NOT DEBITED UNTIL DESPATCH!

Tel: 020 8446 3464. Fax: 020 8446 2819. Website: www.comic-biz.com Email: biz@comic-biz.com

Editorial 01273 566 222
fax 01273 566 333

(from North America replace first 0 with: 011 44)

345 Ditchling Rd, Brighton BN1 6JJ

Comics International is published every four weeks by Quality Communications Ltd and is printed by Scottish County Press (0131 663 2404).

Publisher/editor: Dez Skinn
dez@comicsinternational.com

Production: Lorianne Luckings
lorianne@comicsinternational.com

News: Mike Conroy
mike@comicsinternational.com

Listings: Jim Hannah
jim@comicsinternational.com

Research: Tim Pilcher
tim@comicsinternational.com

Assists: Carlie, Gary, Mark and Steve

Print Liaison: Jim MacDonald

Subscriptions 01621 877 231

8 Galliford Rd, Maldon, Essex CM9 7XD

Subscriptions Manager: Joy Flood

UK £21.50 (1st class) £18 (2nd class)

USA/Canada \$60 US (air) \$40 US (sea)

Mainland Europe/Eire £25+50 (air only)

Australasia/Asia £40 (air) £25 (sea)

All are 12-issue rates. Single or back issues at 1/12th of above

Advertising 01273 566 222

345 Ditchling Rd, Brighton BN1 6JJ

Insertions:	1 issue	6 issues	12 issues
excluding VAT*	£ (\$)	£ (\$)	£ (\$)
Full page	200 (300)	175 (250)	150 (225)
Half page	110 (165)	100 (150)	90 (135)
Quarter page	60 (95)	55 (80)	50 (75)
Colour page	350 (525)	325 (485)	300 (450)
Colour half	175 (250)	160 (235)	150 (220)
Colour quarter	90 (135)	85 (125)	80 (120)

*UK: Please add 17.5% to above for VAT

All bookings are taken as run-of-paper.
Specific placing (when possible): above + 20%
Second colour: black and white rate + 20%

ADVERTISING DEADLINES

Issue	Space	Copy	On sale
#168	Jan 5	Jan 12	Jan 23
(Five week gap over holidays between #167 & 168)			
#169	Feb 2	Feb 9	Feb 20
#170	Mar 1	Mar 8	Mar 19

Note: No responsibility can be taken for accuracy on in-house typesetting when artwork is not supplied.

ADVERTISING ARTWORK DIMENSIONS

(decimal inches & mm; height x width)	
Full page (type area)	10.8 x 7.4" (275 x 188mm)
Full page (bleed area)	12.1 x 8.5" (307 x 215mm)
Half page (upright)	10.5 x 3.6" (267 x 92mm)
Half page (across)	5.1 x 7.4" (130 x 188mm)
Half page (3 columns)	7 x 5.4" (178 x 137mm)
Qtr page (2 columns)	5.1 x 3.6" (130 x 92mm)
Qtr page (1 column)	10.5 x 1.7" (267 x 43mm)

Full payment must accompany all ad copy.
Cancellations subject to 25% charge.

Series discount rates: Booking a 6 or 12-issue series of advertising forms a contract between advertiser and publisher. Cancellation of series before completion or late payment breaks this contract and allows publisher to charge published ads at single insertion rate. Repeat ad copy will be assumed unless new ad copy is received by above deadlines. The advertiser's acceptance of series discount acknowledges agreement with these terms.

Distribution 01621 877 231

8 Galliford Rd, Maldon, Essex CM9 7XD

Available direct to UK retailers, minimum order 25 copies to receive wholesale discount. Copies are despatched free by courier to arrive simultaneously at all retail outlets. CI is also available to the trade internationally from Diamond Comics Distributors (UK tel: 01925 401400; US tel: 1-410 560 7112)

All illustrations reproduced herein remain the property of their respective copyright holders and are used only in a news or review capacity. No infringement of copyright is intended.

A Quality Communications magazine

#167

JANUARY 2003

Inside this issue

COVER: It was a long time coming and no surprise to anybody... Andy and Larry Wachowski with their newfound success make a triumphant return to comics. The Barkerverse's *Ectokid* authors turn publishers to collect their *Matrix* spin-off web comics in trade paperback format. We celebrate with prizes on page 23.

News

NEWS INTERNATIONAL: Marvel to relaunch wave of titles in March... Kung Fu cops strike at ComicsOne... Wolverine and Cap team-up in weekly mini...

Silent Hill game finally gets comics treatment... Top Cow picks up self-published indie superhero title... Viz pulls Japanese wrestling title... Batman spin-off turns spotlight on Gordon... David Mack returns to *Kabuki* for Image... DreamWave unleashes its latest Capcom game tie-in... *Light Brigade* charges in at DC... *Coup D'Etat* crossover for WildStorm's mature readers titles... Horror writer returns to his *Freaks of the Heartland*... Vertigo offers second *Midnight*, Mass mini... Howard Chaykin gives DC *Mighty Love*... IDW reveals horror movie secrets... Richard Dragon returns in own DC title... *Pirate Club* sails at Slave Labor... *Soul Catcher* unveiled by Image... plus much more 5

FRAME TO FRAME: Mike Conroy looks at the in-development *Psycho*, the proposed *Fables* and a fan move to get a DC Golden Age hero on screen... 22

Regulars

COMPETITION: Win a copy of Titan's *Matrix Comics* trade paperbacks. 23
NOVEL GRAPHICS: Paul Gravett on the latest graphic novel work from the ever-amazing Joe Kubert. 24
TALKING SHOP: Cutting edge retailer Stephen Holland bemoans the nuts and bolts of the direct market. 27
BIFF'S ILLUMINATIONS: Highlights from February 2004 shipping titles 29
NETWORKS: Chris Rice's round-up of news and gossip from the Internet, plus Rich Johnston's *In the Gutter* and Chris Bunting's *Comics Webworld*. 36
REVIEWS: Capsule critiques of the best (and worst) of this month's titles.. 38

Listings

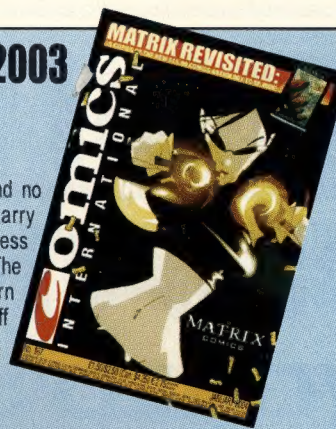
ADVANCE LISTINGS: US and international English-language comics on sale in specialist shops next February, plus the month's UK newsstand titles. 28
COMICS ECONOMICS: The Top 100 trade orders for this month's titles 44
EVENTS GUIDE: Key comics events in the next five months. 58

Reader Access

COMMENT: Your moans, groans or platitudes about the comics world. 34
Q&A: Set your mind at rest over yet more niggling comics queries 46
PANEL BEATERS: Squeezed out of this not-so-bumper issue but back next month
LETTERS: Readers' writes plus Mike Kazybrid's *Comic Cuts* 49
CLASSIFIED: Comics for Sale, Comics Wanted, Small Press and General Announcements 57

Directory

WEBSITE INDEX: Comics creators, publisher and back issue dealer links 59
RETAIL INDEX: The most comprehensive listing of comics stores around the world 60
WORLD FESTIVAL GUIDE: Leading comics events in the year ahead 62
PUBLISHER INDEX: Details of top US, British, French and Italian publishers 63
MAIL ORDER INDEX: Postal specialists for comics and peripherals 64



Sez Dez

Editorial
Dez Skinn



I HAD a fascinating dream the other night. Fascinating because this one little ethereal whimsy – which probably lasted no longer than a few minutes – made me view our entire industry in a new light.

Between the last few issues, ably abetted by most of the in-house CI team and a clutch of freelancers, I've been kept busy putting together a book about underground comix. Despite this 90-day crash course enabling me now to hold my own with the best on trivia and obscure comix facts, I have to confess previously possessing little beyond layman's knowledge of those 1,000+ publications that had such impact.

But that's one of the byproducts of working in a cultish industry, genning up. I'd previously done similar rapid learning curves on such icons as Hammer Films, Doctor Who, Star Wars and Scalextric so I could edit magazines about them. Not that I'm complaining; moving to London so early on saved me from any aspirations to edit *The Goole Times*.

Having worked so long in what we laughingly call mainstream comics, I've possibly become blasé. I find many of today's crop little more than unengaging vanity titles, their writers and artists lack the knowledge to create structure and flow in their words and pictures. Yet somehow they are often elevated to a status way beyond their worth.

Outside of the ego-led brigade and those trying to recapture their youth by attempting to bring back an age long gone, many are people who have simply failed elsewhere and are just thankful they can earn a crust through comics. With writers, if they're really that good, why do so few progress to writing prose for the real world? With artists, how many actually understand frame to frame continuity or basic storytelling? See for yourself by trying to follow a comics story on the most basic of levels – without reading the words. Often comics contain little more than pretty pictures that fail to flow or follow any basic rules other than being standalone sellable originals for the artist.

Combine this belief with my knowing many of these oddballs and you can understand why I don't consider most worthy of the revered status often afforded them.

So to last night's dream, guest-starring Gilbert Shelton, Mr *Fabulous Furry Freak Brothers* himself. Or, as Frank ("Foolbert Sturgeon") Stack summed it up, "Crumb is the best comicbook artist who ever lived, and Shelton is his best competition". I'd only met Shelton once, over a beer or few in Angoulême, but had covered his career in depth for the aforementioned book.

Suddenly, I became that awestruck fanboy, nervous and gibbering in his presence. Then, on waking, I realised whose fault it was comics creators are idolised by fans at large...

Ours, for making idols of them in the first place and forgetting they're just doing a job. Oops!

FORBIDDEN

PLANET

THE WORLD'S LARGEST
SCI-FI & CULT ENTERTAINMENT

MEGASTORE

- Two floors, **1 mile** of shelving, over **25,000 products** and **10,000 sq ft** dedicated to the world of fantastic entertainment!
- The ultimate shopping experience for: Books, CCGs, Comics, DVDs, Games, Graphic Novels, Magazines, T-shirts, Toys and Videos!
- Including Asian Action, Anime, Batman, Buffy, Dr Who, James Bond, Lord of the Rings, Manga, Simpsons, Spider-Man, Star Trek, Star Wars, Street Art, Transformers, WWE, X-Men and Yu Gi Oh!

179 SHAFTESBURY AVENUE, LONDON, WC2H 8JR TEL. 020 7420 3666



**FORBIDDEN PLANET
OUTLET STORE**

**UNBELIEVABLE BARGAINS ON AN
ENORMOUS RANGE OF STOCK**

Now at our old New Oxford Street site,
with unbelievably low, low prices on Books,
Comics, Toys, Videos and all Merchandise.
New bargains arriving every day!

71 NEW OXFORD STREET, LONDON,
WC1A 2DG TEL. 020 7240 2007

WWW.FORBIDDENPLANET.COM

Marvel's March blitz of revivals and resurrections



Above: Clayton Henry and Mark Morales' cover art for the first issue of Marvel's *Alpha Flight* relaunch.
Below: Bart Sears' art for the cover to *Captain America and the Falcon* #1.

Iron Fist, She-Hulk and Alpha Flight among wave of heroes given further chance to succeed in own titles

AFTER nearly two years of reworking its characters for its *Ultimate*, *Tsunami* and *MAX* comics, Marvel appears to be getting back to basics.

Lined up to be relaunched in March are **Iron Fist**, **Alpha Flight** and **She-Hulk**. Along with **Captain America and the Falcon** [see below], **Cable/Deadpool** and the **Avengers vs Thunderbolts** mini, they are all set to debut in the same month. Set within the traditional Marvel Universe, this suggests radical updating is now out of favour in the wake of Bill Jemas's departure.

The Destroyer

The resurrection of **Iron Fist** is being spearheaded by Jim Mullaney. A newcomer to comics, the author of several **Destroyer** novels is joined by **Vampi** artist Kevin Lau on a series which editor Tom Brevoort describes as simultaneously a fresh start with the character and a look at Danny Rand that is rooted in the character's origins and initial motivations.

Alpha Flight is drawn by Clayton (*Exiles*) Henry and *Uncanny X-Men*'s Mark Morales from Scott Lobdell scripts. Lobdell's first regular comicbook work was on the original series (#102-106).

Lobdell starts with a serial

in which Sasquatch goes about trying to form a new team in an effort to save the originals from certain death. "It turns out to be a more complicated 'membership drive' than he anticipated but here is a scientist who experimented on himself and is not someone who settles for a no at first blush."

Ally McBeal

According to Brevoort, **She-Hulk** is the *Ally McBeal* of superheroes. "She's a single green female lawyer in a superhero world. On the one hand, it's certainly a book that has, at the surface, a lighter tone – although she won't be turning to talk to the camera or tearing her way through the ads, but it will be in the vein of an *Astro City*, or a more real-world take."

Written by Dan (Arkham Asylum) Slott, **She-Hulk** is drawn by Juan (Mekanix) Bobillo while *Empire's* Barry Kitson is the artist on **Avengers vs Thunderbolts**, which is written by **Thunderbolts** creator Kurt Busiek and Fabian Nicieza, who succeeded him on that series.

Drawn by *Voltron's* Mark Brooks, **Cable/Deadpool** is also written by Nicieza, who told CI that he plans to put the heroes in situations that highlight their similarities as much as their differences.

Cap and Falcon brings Priest full circle

"JIM OWSLEY" broke into comics writing 1983's **Falcon** four-parter for Marvel.

Now better known as **Black Panther** writer Christopher J Priest, he is again scripting the Falcon's adventures as he reunites the one-time Avenger with his former partner, a core member of the team, in a series drawn by *The Path's* Bart Sears.

Reviving a title rooted in the 1970s when the comic's logo was amended to give Marvel's second black hero co-star status [**Captain America and the Falcon** #134-222], this title will be in addition to the continuing *Marvel Knights'*

monthly **Captain America**.

Priest says the new launch is a mainstream superhero book re-teaming the classic 1970's duo for a fresh look at the buddy/hero comicbook.

Equal not sidekick

"Over time, Sam (Falcon) Wilson has evolved into his own man, much more Cap's equal than his sidekick," he explained. "He has learned a great deal from his mentor – perhaps too much as Falcon embraces the same ideas and principles as Cap, but

expresses them in different ways. In ways Cap does not always agree with."

According to the writer, the opening serial, *Two Americas*, could more aptly be called *Captain America versus The Falcon*, as The Falcon has apparently violated National Security, and the government has given Cap 24 hours to track him down and bring him in. As Priest sums up, "Falcon uses everything Cap's taught him against his former mentor as he puts principle above the rule of law, the American ideal above the American government, but in a way Cap cannot entirely agree with."





FOLLOWING on from Slave Labor's aborted plans to reprint all of Jim Starlin's cosmic **Dreadstar** saga in black and white, Dynamic Forces is to release a deluxe hardcover volume collecting the first 12 issues of the **Death of Captain Marvel** writer/artist's 1982 Epic Comics series in colour. Scheduled to ship in February, the 396-page **Dreadstar Definitive Hardcover Collection** is priced \$69.95. Each copy of the limited edition is to be signed by Starlin, who also provides new art for the dust jacket [above].

X-Man and Avenger get own weekly

TWO MARVEL heroes who have not teamed up since World War II are being brought back together in a weekly-shipping four-parter.

Wolverine and Captain America last fought side-by-side in a flashback in 1990's **Uncanny X-Men** #268 and are to be reunited by R A Jones and **Nightside** artist Tom Derenick, who previously worked with the writer on Malibu's **Protectors**.

Jones' only prior Marvel work was the **Weapon X: The Draft - Caine** one-shot. This introduced Rapture, the villain who - along with her high-tech team - hijacked Shi'Ar technology. It is this that the Avenger and the X-Man are sent to retrieve.

"The Contingency is the name of the rogue group of S.H.I.E.L.D. agents," Jones explained. "Rapture is their leader and the story is as much about them as it is about the chip and the secret. They are the focal point, so the series carried their name in the title up until recently."



Above: Tom Derenick's cover art for the first weekly issue of Marvel's **Wolverine/Captain America** four-parter.

Accompanying the two heroes is Warbird, who, said the writer, is not there simply as an excuse to include yet another superhero. "As you'll see, she plays a crucial role in the plot and, I feel, grows as a character by the time it reaches its conclusion."

Wolverine/Captain America #1, priced \$2.99, ships on February 4.

Virtual comics become reality

WHILE it makes sense to use cyberspace to expand on a movie trilogy set in a virtual reality, fans invariably prefer a more collectable alternative to

intangible web comics. The revenue that print generates as opposed to a free online read also makes such a proposition attractive to any publisher.



Top right: A frame from the Paul Chadwick strip and above an action sequence from Dave Gibbons' contribution to the softcover collection.



According to Spencer Lamm, fans have been clamouring for a real version of the online **Matrix Comics** series he has been editing since its launch in 1999.

Given these facts, it's hardly surprising that *The Matrix* directors/writers the Wachowski Brothers have collected 12 of the strips from **whatisthematrix.com** into a 160-page softcover.

The 10x6 1/2" full colour **Matrix Comics** - available through their new Burleyman Entertainment in the US and Titan Books in the UK - contains short stories which expand the *Matrix* mythos.

Unseen stories

Among the artists whose work is featured in the book are Bill Sienkiewicz, Geoff Darrow, Peter Bagge, David Lapham and Dave Gibbons while Neil Gaiman has contributed a text story.

On an added value basis, **The Matrix Comics** also features two strips not on the Net: Ryder Windham and Kilian Plunkett's *Artistic Freedom* and *Hunters and Collectors* by Gregory Ruth.

A hardcover edition of the collection - limited to 5,000 copies - is being planned as are more cybercomics. With 27 on the site to date, a further six are in production.

The Matrix Comics, priced \$21.95/£16.99, is available now.

ComicsOne's kung fu constables

THE NOVEL that many cite as kickstarting the kung fu craze back in the '60s is being adapted by two of the East's top comics creators.

Joining forces are Tony Wong - who recently illustrated DC's **Batman: Hong Kong** graphic novel - and Andy Seto, whose credits include the adaptations of *Crouching Tiger Hidden Dragon* and *Shaolin Soccer*.

The Four Constables, Wong and Seto's black and white 120-pager, is based on **The 4 Imperial Constables** by Wen Rui-An. Shipping in February from ComicsOne, the \$13.95 volume spotlights the assassins-cum-detectives who serve the Emperor's head bodyguard and advisor during the Sung Dynasty.



www.acecomics.co.uk

WHERE IN THE WORLD IS ACE

APPROVED
BY 1,000S
OF SATISFIED
CUSTOMERS

FOR 21
YEARS THE
BEST ADVANCE
ORDER COMIC
SERVICE IN
EUROPE

SO
THE QUESTION IS
WHY?

NEW

VICTORIA PLAZA
SOUTHEND, ESSEX

TEL: 01702 613021

HIGH STREET
COLCHESTER, ESSEX

TEL: 01206 561912

SHIPQUAY STREET
DERRY, N.IRELAND

TEL: 02871 369787

ACE

NOW FIND ACE IN
VICTORIA PLAZA
SOUTHEND ESSEX

ACE ADVANCE ORDER STARTER PACK
please send an advance order starter pack
to me so I can find out more about ACE:

NAME

ADDRESS

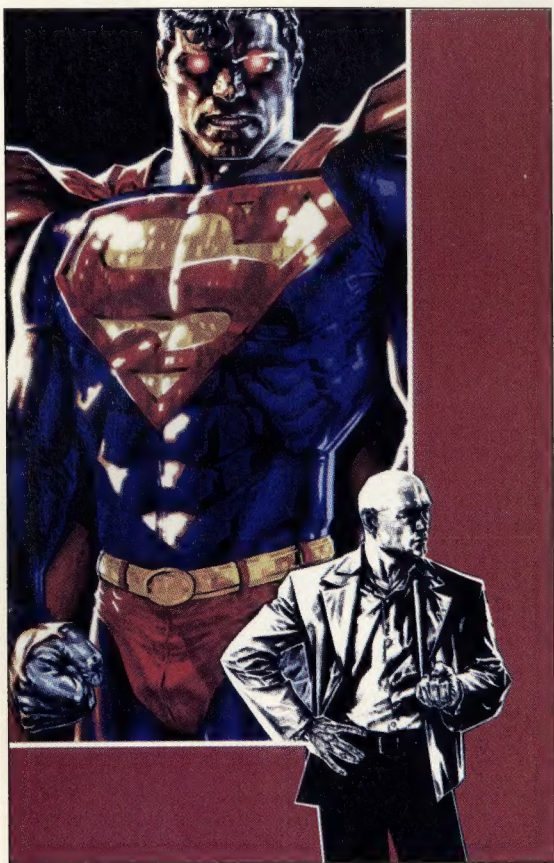
POSTCODE

E-MAIL ADDRESS

ACE thanks you for your interest and looks forward to your response.

**TO FIND OUT
MORE FILL IN
THE FORM!**

Send to: 63/64 High Street, Colchester, Essex, CO1 1DN



BATMAN/Deathblow: After the Fire's Brian Azzarello and Lee Bermejo are reuniting to shine the spotlight on Superman's nemesis in a DC six-parter. According to the artist, **Lex Luthor: Man of Steel** takes a look at Superman from his main foe's point of view. "From Lex Luthor's perspective, this guy is an alien," explained Bermejo when discussing the series, which premieres in May. "Can he be trusted? Do we really want to put our trust in an alien?"

Top Cow reopens superhero hangout

TROY Hickman has self-published only seven issues – and a pin-up special – of **Holey Crullers** since launching the title in 1997 but they have been sufficient to attract a great deal of attention from the comics community as a result of his unique take on the superhero genre.

That attention has now manifested itself via Top Cow, which is to relaunch the series at Image.

Now retitled **Common Grounds** – and sans original artist Jerry Smith – the six-parter is to feature two stories per issue. The main one is drawn by Dan Jurgens while such luminaries as George Perez, Carlos Pacheco and Michael Avon Oeming will each take a shot at a back-up.

Describing the comic, which is set in a coffee house where heroes hang out, Hickman said he basically wanted to merge Stan Lee with Harvey Pekar – without all the DNA mess that would normally entail. "It became



Above: J Scott Campbell's art for one of the alternate covers to **Common Grounds** #1, the other is by Rodolfo Migliari.

something of a challenge to me to see if I could do a superhero comic that was the exact opposite of the way they're usually done, one that would feature basically no fight scenes, just characters shooting the breeze."

Common Grounds #1, priced \$2.99, ships in January.

Best-selling author adapts horror game

ALTHOUGH an adaptation of Konami's **Silent Hill** was announced by com.x in 2000, that graphic novel never appeared and the publishing rights from the horror computer game have now been acquired by IDW, who are taking the licence in a different direction.

The California-based publisher is commissioning new stories set in the **Silent Hill** milieu. First up is the five-issue **Dying Inside**, which is illustrated by **30 Days of Night**'s Ben Templesmith, who is to be replaced by newcomer Aadi Salman as of issue #3.

The mini is written by Scott Ciencin, who promptly responded, "Goths and monsters," when CI asked him for the high concept pitch.

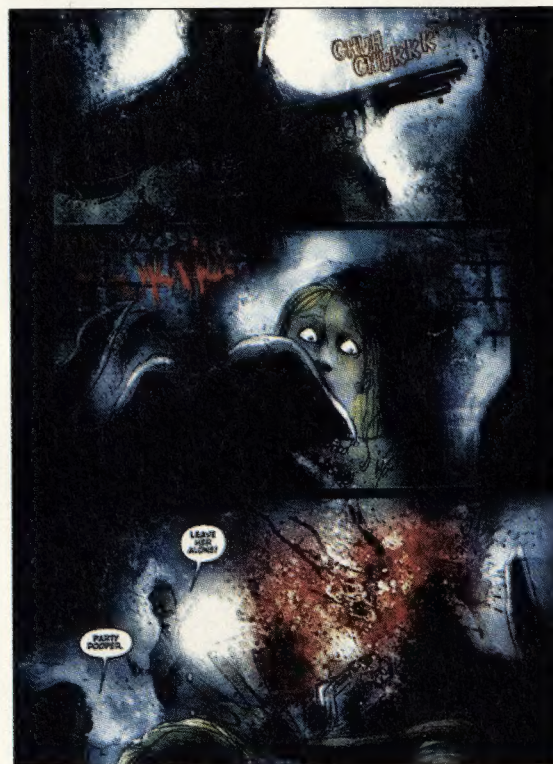
Expanding on his brief summary, the best-selling author of children's and adult fiction, continued, "A charismatic goth girl and a brilliant but arrogant psychiatrist are separately drawn to the monster-infested, mist-shrouded town of Silent Hill where they must fight – body and soul – not only for survival, but also to keep an ancient evil from laying waste to the world.

"With **Dying Inside**," continued Ciencin, whose credits include **Dinotopia**,

Transformers and **Buffy the Vampire Slayer** novels, "we have two people who are in torment over the events in their pasts, with one running from demons while the other is running toward them. Having

those story dynamics in place made it an easier task to focus on **Silent Hill**'s themes of intense terror and confronting inner and outer demons."

Silent Hill: Dying Inside #1, priced \$3.99, ships in February.



Above: Ben Templesmith interior art from the first issue of IDW's **Silent Hill: Dying Inside** five-parter.

Newcomer tells jungle tale

IMAGE is planning to bring an obscure self-published series to a wider audience.

Originally released as a two-issue black and white

mini comic, **Lex Talionis** – which translates from the Latin as "the law of retaliation" – is to be reissued as a 48-page colour one-shot in

a regular comicbook-format.

Referring to his title, writer/artist Aneurin Wright said, "In simpler terms, it's synonymous with the phrase 'an eye for an eye' or 'a tooth for a tooth' or in this case, 'a life for a life.'"

The newcomer continued, "Without spoiling anything, all I can say is that **Lex Talionis** is an idea that's woven thematically through the book. I know that sounds vague, but the reveal of the idea of 'Lex Talionis' is kind of the kicker to the end of the story. Think of it as a title in the same vein as something like **Pride and Prejudice** or **Crime and Punishment**."

Subtitled **A Jungle Tale**, the comic follows one man as he tries to uncover the reason a normally docile gorilla went on the rampage, brutally murdering a seasoned guide.



Above: Interior art from **Lex Talionis: A Jungle Tale**; a 48-page Image one-shot, which ships on January 7, priced \$5.95.

Sensational new **48 page** catalogue out now!

Comic Biz "We've got issues!" Catalogue ~ £1.50

COMIC BIZ
COMIC BIZ™

"...Britain's favourite comic-book dealer."



Our famous Half Price Sale is now on!
50% off all prices* in our vast stock (over one million items)

*Excludes all items published after 31/12/99, CGC-graded titles, in print trade paperbacks/graphic novels, statues and archival supplies.

Art: JOHN WATSON

For your **FREE** copy contact:

COMIC BIZ, Freepost LON 6797, PO Box 7041, London N12 9BR, England

Tel: 020-8446 3464 (voicemail outside office hours) **Fax:** 020-8446 2819

E-mail: biz@comic-biz.com

Or visit our website: www.comic-biz.com

David Mack's Kabuki comeback

HAVING completed his five-issue run on **Daredevil** for Marvel, **Kabuki** writer/artist David Mack is returning to his signature creation after a break of almost four years.

An Image six-parter, **The Alchemy** is Mack's follow



Above: David Mack's art for the cover to the first issue of **Kabuki: The Alchemy**, his bimonthly painted Image six-parter.

on to the nine-issue **Kabuki** series he produced between 1997 and 2000.

The new adventure picks up immediately after the end of what is often referred to as the *Metamorphosis* storyline in which the horribly-scarred Noh assassin escaped from a government-run institution for former secret agents.

"Now that she's come to terms with her troubled past and has escaped the Japanese government's clutches, **Kabuki** plans to start fresh with a new identity," said Mack, who is lined up to be Marvel's next **Ultimate X-Men** writer.

"She's not interested in repeating this cycle of violence," he explained. "She's outside of it now. Now she has a brand new opportunity to create a new life. It's a whole new direction nobody would have expected."

Kabuki: The Alchemy #1, priced \$2.95, January 28.



Maximo breaks out

BEAU Smith is bringing a two-fisted, sword slashing Capcom video game warrior to comics in January, via a DreamWave one-shot.

Smith, who wrote **Guy Gardner, Warrior** for DC, describes **Maximo: Beauty is Only Sword Deep...** as **Lord of the Rings** meets **Kill Bill**. A \$3.95 40-pager, it is pencilled by Alan Wang whose credits include **Transformers: Armada**.

Referring to *Die Hard*'s John McLane and to Indiana Jones, he told CI, "You know that look these two heroes have on their faces when all

this is said and done and they still have yet another impossible challenge to face... that expression of being annoyed. Of having to roll up their sleeves a little further and get a little dirtier to finish the job. The job of a warrior. The job of a hero. They didn't ask for it, but they take the job and get it done. This is Maximo.

"He is a King without a Kingdom, a lover without a love and a most of all... a man on a mission," added Smith, who has written the forthcoming **Maximo: The Army of Zin** for Capcom.



WHILE attempting to restore order to its originated titles scheduling, com.x is making a second move into the reprint market, its first being the 2001 **Razorjack** two-parter. Following the lead of such US companies as Checker Books and Slave Labor Graphics, the London-based publisher is to release a trade paperback collecting material from the original incarnation of Marvel's Epic Comics imprint. First issued in 1990 and set in the aftermath of a nuclear holocaust, **The Last American** was a four-parter by 2000 AD supremos John Wagner, Alan Grant and Mick McMahon, who last surfaced as a senior concept artist at com.x. **The Last American: The Collected Edition** is set to ship in April, priced \$11.99.

Light Brigade charges in

A SENIOR editor at DC is embarking on his first major writing project, to be drawn by **Batman: Detective No. 27** artist Peter Snejbjerg.

Talking to CI about his **Light Brigade**, Pete Tomasi said he hoped it balanced an action/adventure story with some "beats on faith", adding that such was little seen in mainstream comics. "I am by no means saying this is a story about religion, but it plays off some historical notes that I thought would deepen the story and characters." A self-confessed World War One and Two history nut he is also editor of such titles as **JSA** and **Hawkman**.

The prestige format four-parter's story takes place in Germany during the Second World War. It involves US soldiers, heavenly warriors, a quest to recover the lost Sword of God and arcane, unkillable German troops.

"In terms of what I hoped to achieve, I simply wanted to tell a story that felt rich in drama and character. The theme of the piece for me boils down to what one of the

characters says: 'Every day above ground is a good day'. That for me sums up what this story, and what life, is all about," concluded Tomasi,

whose previous script credits include the **Demon** story in **Showcase '96** #4.

The Light Brigade #1, priced \$5.95, ships on February 4.



Above: Peter Snejbjerg's cover art for the first 48-page issue of **The Light Brigade**, DC's prestige format four-parter.

Check out the amazing new-look website for...

SILVER ACRE

...at
www.silveracre.com



OUR WAREHOUSE



OUR STOCK



MORE OF OUR STOCK



YET MORE OF OUR STOCK!



Catalogue

Choose from over 100,000 items listed in our easy-to-use online catalogue!

Looking to buy and sell? Then check our **FREE** classifieds to sell or pick up a bargain

Classifieds

Deal of the Month

The latest incredible Silver Acre bargains – all available to buy from this site

Can't find what you need? Use our simple online wants system and we'll do our best to track down those elusive issues for you

Wants List



WE'RE HANDING OUT MONEY

Looking for cash? Despite having one of the most comprehensive stock lists in the world, **WE NEED MORE COMICS!** We have a massive buying budget available and want to buy **YOUR** collection! You've nothing to lose and everything to gain so phone, fax, write or e-mail us today. We'll travel almost anywhere to view!

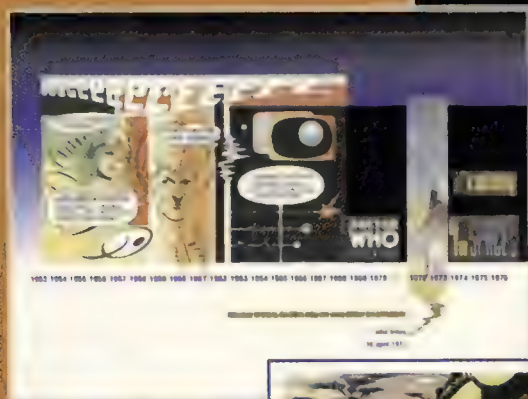
SILVER ACRE COMICS, PO BOX 114, CHESTER CH4 8WQ

Tel: 01244 680048 Fax: 01244 680686 E-mail: sales@silveracre.com

54321 thunderbirds calendar website

The website, frankbellamy.com is under-going a revamp at the moment. Apologies to everyone who has visited and come back to the site looking for more! A couple of rough ideas for the new version are shown here. There will be sections covering all Frank's work including advertising, cartoon and television work, updates and news on the book project and hopefully some things you may not have seen before. You can leave a message on the guestbook or email me at: p.holder@ntlworld.com

The calendar includes over 30 of Frank Bellamy's TV 21 illustrations - mostly from the original artworks, a short biography and listing of all his "Thunderbirds" stories as well as a special complete Thunderbirds double spread from the original artwork



Prototype website visuals

book project



Various early designs for the book project



I am planning a large format art style book, with emphasis on the art rather than the comics, which will be a comprehensive overview of Frank Bellamy's life and career. His output was so prodigious that it would probably take several volumes to print everything - so any interested publishers please contact me.



Thunderbirds 2004 Calendar £7.99 each

Postage £1.50 (x1), £2 (x2), £2.50 (x3)

Prints £9.99 each or £12.99 each

in window mounted for framing A2 size (297 x 420mm) heavyweight art paper

Thanks to Nancy Bellamy, we are able to offer these two unique prints. There is an outstanding (if study of Nancy herself in a flamenco style dress and a beautiful image of a young Maori Warrior. Both are from the originals, previously unpublished and available as prints or postcards.

Postcards 50p each

We can also offer a postcard of Frank's poster for the firstborn "Thunderbird 6" film produced in 1966

to buy



Postage is free for prints and postcards.

CLASSIC THUNDERBIRDS ACTION



Digital Thunderbirds artwork

FRANK BELLAMY



frank bellamy

news update

Thank you to everybody who has previously contacted me in response to the Frank Bellamy book project. The enthusiasm that Frank and his work inspires is very heartening. If you would like to join the mailing list to be kept updated with progress please send me your details.

Contact me,
Paul Holder

email:
p.holder@ntlworld.com

tel:
020 7636 8310
01582 575406

post:
87 Oakley Road
Luton
Beds
LU4 9PY

Or via the website

www.frankbellamy.com

We are trying to unearth every piece of work that Frank Bellamy ever did - which is proving to be quite a task! This includes tracking down every published piece. A couple of rare pieces are shown here, if anyone can help please contact me.

'The Pit and the Pendulum' was drawn (from a greatly condensed script!) for The Sunday Citizen in Scotland, part of a 4 page pullout called The Sunday Extra, appearing on the 24th April 1966.

THE PIT and the PENDULUM • Contributed by ALAN FORTUNE



to order

cheque/postal order payable to:

Paul Holder
87 Oakley Road, Luton, Beds LU4 9PY.

You can also pay by paypal to:
p.holder@ntlworld.com

research

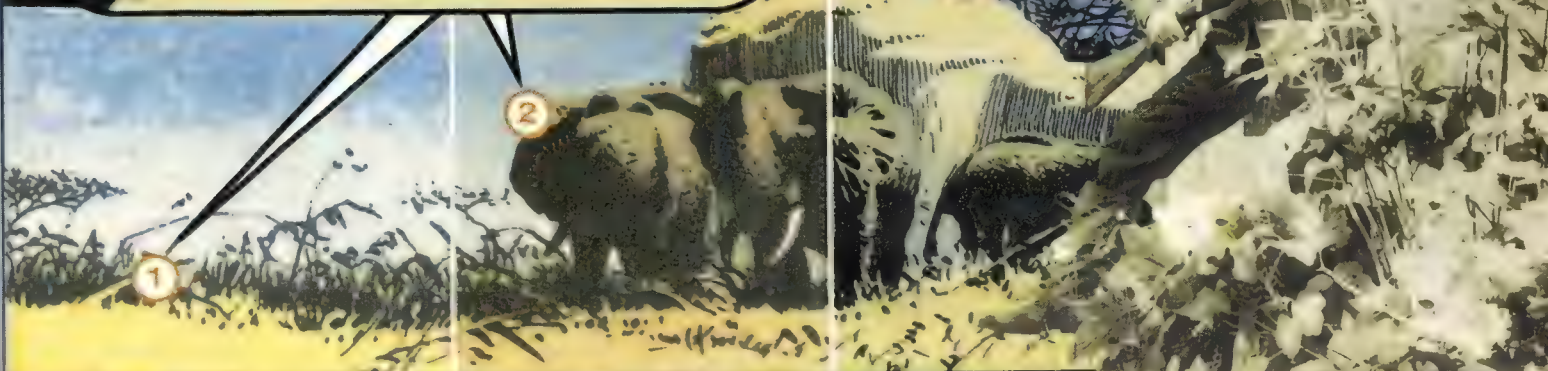
Original artwork

Hawk reprint

The importance of using original artwork to reproduce from can be seen below and above right in a frame from "Dan Dare"

Frank Bellamy posing in his back garden for a feature in the Eagle in 1980. Previously unpublished.

The frame below is from Fraser of Africa, Eagle vol 12:3 (dated 11 December 1962) and is broken into three panels which illustrate the difference in reproduction quality from scanning: (1) a reprint book (2) the eagle comic and (3) the original artwork.



Hawk reprint

Eagle comic

Original artwork

In Brief

ABSENT Friends is a 48-page Slave Labor Graphics one-shot featuring black and white material **Jack Staff's** Paul Grist and Phil (**Tupelo**) Elliott produced during the late '80s/early '90s.

Among the short stories included in the \$3.50 comic, which ships in February, are strips the pair created for **Escape** and **Taboo**.

DREAMWAVE's **Teenage Mutant Ninja Turtles** title is being cancelled with #7, which ships in December.

The \$2.95 tie-in with the animated TV series is drawn by LeSean Thomas and written by Peter David, who says the comic may be relaunched in the summer.

ALSO biting the dust is Keith Giffen's **Reign of the Zodiac**. The \$2.75 DC title, which is drawn by Colleen Doran, ends in March with #8.

IN A 'one door shuts and another one opens' style scenario, Giffen is to replace Jim Starlin as writer of Marvel's recently-launched **Thanos** monthly.

His first issue of the \$2.99 series is to be #7, which ships in March.

BELEAGUERED com.x is making a determined effort to get its house in order.

The British publisher is scheduling the much-delayed conclusion to Russell Littlely and artist Ben Oliver's **Puncture** six-parter for March, which is when the revival of Rob Williams' **Class War** is also planned. The long-awaited fourth issue of a six-issue superhero saga, it is being illustrated by newcomer Travel Foreman who is also to draw the final two instalments of the comic, planned to follow on a monthly basis.

BLACK Panther writer Christopher Priest is developing a trilogy of hardcover **Green Lantern** novels to be published by iBooks next year.

CROSSGEN is putting **Negation** on hiatus for six months while the title's creative team handle a crossover that involves the company's entire *Sigilverse*.

Tony Bedard and artists Paul Pelletier and Dave Meiks are to work on **Negation War**. Originally to have been pencilled by George Pérez, the \$2.95 six-parter launches on March 24.

ARROWSMITH'S Carlos Pacheco has signed an exclusive three-year contract with DC. The Spanish artist's future projects for the company include an unscheduled Jeph Loeb-written serial for **Superman/Batman**.



Simple case gets complex

NOBLE Causes creator Jay Faerber is taking a break from superheroes for what he describes as a straight crime book, pure and simple.

Discussing his **Dodge's Bullets** with CI, the one-time **Titans** writer said, "It's got a little noir, but there's a lot of humour, in the form of Dodge's sarcastic comments, and it's set very much in the modern day, with a healthy use of cellphones and computers, so that may disqualify it from being 'noir.' I don't know—I try not to label stuff. All I can say is that there aren't any superpowers or monsters or flying cars. It's all 'real world' stuff—very straight."

Academy dropout

Faerber's Image graphic novel—which features a Tony Harris cover [above]—is a black and white 80-pager drawn by newcomer James Francis. Its star is Webster Dodge, a guy in his mid-20s who, says the writer, works as a private eye, but would quit in a heartbeat if he could earn a living playing with his band. "He's the son of a Seattle police sergeant, who really pressed Dodge from a very young age into becoming

a cop. Dodge went so far as to enrol in the police academy, but dropped out right before graduation."

Rockford Files

Reluctant to be drawn on details of the project, which he refers to as *The Rockford Files* for the 21st century, Faerber remarked, "Suffice it to say, Dodge's attempts to reunite an estranged father and son quickly snowballs into a much bigger case, and fishtails in a whole new direction."

"That was one of the greatest things about *The Rockford Files*—how he'd start out working on a real run of the mill case, and then things unravelled to the extent where he was messed up in serious stuff," he continued. "Private eyes are rarely called on to solve murders, or that sort of thing. So I made a conscious choice to have Dodge take cases that, on the surface, are more mundane."

Faerber hopes **Dodge's Bullets** being a straight-ahead private eye story will give the title a boost in the book trade where mystery series are big business.

Dodge's Bullets, priced \$9.95, ships on February 11.

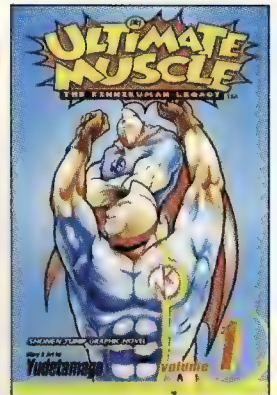
Viz pulls Ultimate Muscle from Japan

THE LATEST addition to Viz's **Shonen Jump** line of *tankobon* [trade paperbacks] is a sequel to a series that debuted in Japan in 1979.

The bimonthly **Ultimate Muscle: The Kinnikuman Legacy** is a continuation of **Kinnikuman** [Japanese for **Muscleman**], which was created by Yudetamago—literally 'boiled egg,' the nom de plume of Nakai Yoshinori and Takashi Shimada—while still in high school.

The story of King Muscle who leads a band of wrestlers—the Muscle League Champions—as they fight sadistic muscle-bound aliens intent on invading Earth, the series ran in **Weekly Shonen Jump**. Launched in 1997, its black and white successor features a new wrestling team led by Kid Muscle, King Muscle's lazy and cowardly son.

This next generation of champions faces a second wave of younger and much stronger aliens.



Ultimate Muscle volume 23 was recently published in Japan where sales of the manga—which spawned an anime broadcast on Fox Box—now exceed seven million.

Not available in the UK, the 200-page **Ultimate Muscle: The Kinnikuman Legacy** volume 1 is priced \$7.95. It ships in April.

● Yudetamago's other titles include **Lionheart**, **Total Fighter** and **Mr Gourmand**.



HANS Rodionoff has written a screenplay integrating the imaginings of one of America's greatest horror writers into the story of the author's life. It hypothesises that such horror icons as **The Necronomicon**, the town of Arkham and the monstrous Cthulhu were real rather than products of H.P. Lovecraft's imagination. Although Halloween's John Carpenter is attached to direct the movie, the project is stalled and the Man-Thing scripter has chosen to premiere his story as a 144-page Vertigo graphic novel. Adapted by Keith Giffen and painted by Enrique Breccia, the hardback **Lovecraft** [cover art above] ships on February 4, priced \$24.95.



MAD MAGAZINE'S self-styled Usual Gang of Idiots is to be reinforced by a bevy of well-known comicbook artists on January 7. Lined up to contribute to The League of Rejected Superheroes strip – one of the colour stories in the partially black and white \$3.50 issue #438 – are Arthur Adams, Michael Allred, John Byrne, J Scott Campbell, Dave Gibbons, Jim Lee, Frank Miller and John Romita Jr. The cover to the issue [above] features art by Bruce Timm.

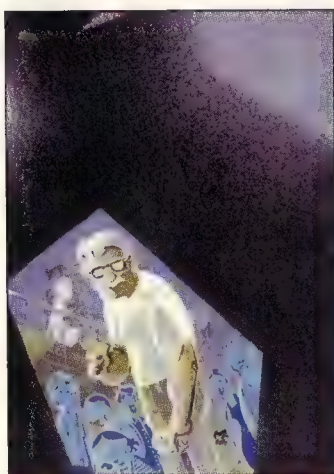
Morse spotlights Batman's Gordon

AN INDIE creator better known for his idiosyncratic work on such titles as *Soulwind* and *Volcanic Revolver* is taking his second solo crack at the superhero genre.

Scott Morse is following up on *Elektra: Glimpse and Echo*, his 2002 Marvel four-parter, with a 64-page prestige format one-shot for DC. But even with his *Batman: Roomful of Strangers*, the writer/artist is not taking the traditional approach to the material.

Instead of focusing on Batman, Morse is shining the spotlight on one of the Dark Knight's greatest allies: Jim Gordon. "I really want him to shine as someone that's tough as nails but still manages to take things in his stride. I want people to have an alternative to the Gordon everyone's grown to know as Commissioner. I want this Gordon to show the world that if Batman had never existed in Gotham, Gordon would have still kicked some tail. He's not just that guy standing in the rain next to the Bat-signal, waiting."

Morse's painted story follows the

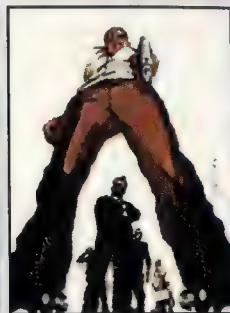


recently retired and now convalescing Gordon as he heads off to an old seaside resort for some rest and relaxation. There he uncovers a murder but his investigation is made all the more complex by interference from a Batman-obsessed youngster.

Batman: Roomful of Strangers, priced \$5.95, ships on February 18.

The shining jewel in Leeds' Comic Book Crown...

OK Comics



Comics Graphic Novels Magazines

We stock a full range of new comicbooks including Superhero, Action Adventure and Crime Comics, a strong range of Independent Comics, European Editions and Graphic Novels, and comic-related magazines for casual readers and dedicated fans alike.

We also have a constantly updated range of back issues dating from the 1950s and 60s through to present day, with prices starting at 10p per comic.



OK Comics

10 Market Street Arcade,
Briggate, Leeds, LS1 6DH.

(It's the arcade opposite Top-Shop/Top-Man
which runs through to Games Workshop)

0113 246 9366.

www.okcomics.co.uk

OK

WHATEVER COMICS

Established 1989

Latest Imports

Graphic Novels

**Vast Selection
of Back Issues**

Merchandise

Small Press Titles

Standing Order Service

PLUS A WHOLE LOT MORE...

**INTO TOYS AND ACTION FIGURES?
HOW ABOUT...**

Marvel Select
DC Direct
Elite Force
Dragon Models
McFarlane Toys
Mini-busts
Heroclix
Bobble-heads
Living Dead dolls
The Simpsons
...and more!

*Wall-to-wall action
figures and toys at
both of our stores*

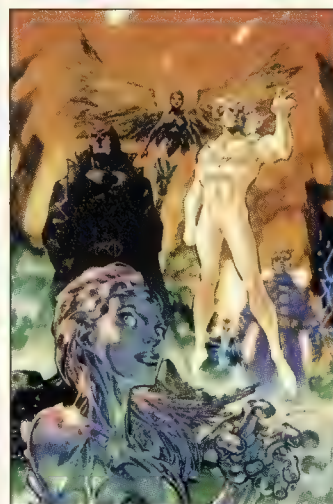
5 Middle Row, High St. | 2 Burgate Lane
Maldstone, Kent ME14 1TF | Canterbury, Kent CT1 2HH
Tel: 01622 681041 | Tel: 01227 453226

Both stores open Monday to Saturday 10am - 5.30pm

www.whatevercomics.com



RETROBILIA Industries has acquired the license to manufacture a unique display case [above] of interest to serious collectors of Transformers, Hasbro's robots in disguise action figures. The first in the Leicester-based company's planned line of Pride Displays, its **Transformers Display** is 39½" wide by 15" deep with a unit height of 5½" (17¼" at the backcard). Limited to 5,000 units, it is available from Retrobilias website at www.pridedisplays.com, priced £79.95 including delivery.

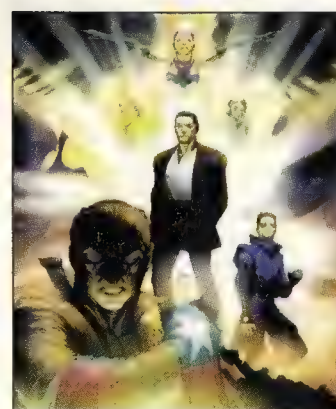


Coup d'État hits Eye of the Storm

WILDSTORM may consider its *Eye of the Storm* comics to be intended for mature readers but that has not prevented the DC imprint from indulging in an all-encompassing crossover – an event usually targeted towards younger fans.

Coup d'État is a weekly four-partner that devotes each issue to a separate *Eye of the Storm* title. It begins with **Sleeper** – written by Ed Brubaker and drawn by Jim Lee – in which Tao tricks the US government into committing an horrific interdimensional atrocity.

Micah Ian Wright and Carlos D'Anda pick up the story – which sets the stage for Mike Carey and Whilce Portacio's **WetWorks** revival – in **StormWatch: Team Achilles**. It continues in **WildCATs Version 3.0** by Joe Casey and Alé Garza and Trevor Scott before being concluded by Robbie Morrison and Portacio in **The Authority**.



Clockwise from top left – Cover art for parts 1, 3 and 4 of WildStorm's **Coup d'État** four-partner; **Sleeper** [by Jim Lee and Lee Bermejo], **WildCATs Version 3.0** [Alé Garza and Bermejo] and **The Authority** [Whilce Portacio and Bermejo]. **Coup d'État – Sleeper** (1 of 4), ships on February 4, priced \$2.95.



"CINEMATIC Krueger-Scope" is the latest idea from writer Jim Krueger. Continuing to experiment with format, the *Paradise X* writer is following his Image poster book series, *The Clockmaker*, with the landscape *The Last Straw Man*, which is printed sideways to present the art in a widescreen format. Drawn by Oni's *Shot Callerz* artist Brett Weldele, the \$3.95 three-parter is set in the corrupt town of Hellsprite where Miles Pander has taken all he can stand. His father has disappeared mysteriously, his mother has died and the girl of his dreams has been forced to marry the mayor. Learning he is dying of TB is the last straw. The first 40-page issue ships on February 18.

Niles revives Freaks

30 DAYS of Night writer Steve Niles' next Dark Horse project is a comics version of one of his earliest stories.

Originally published by Fantaco in 1996, *Freaks of the Heartland* was a novella which featured illustrations by Paul Lee. This time, the Cal McDonald creator is partnered with *The Matrix Comics* contributor Greg Ruth, who told CI, "This version is a totally different animal. It's much deeper and less classic horror writing than the Fantaco book. Totally different ending too."

Niles says the Dark Horse five-parter is somewhere between *Village of the Damned* and *Sling Blade*. Clarifying the project he explained, "It's essentially the story of two brothers stuck in a horrible place and how they relate."

Ghoul friend

Dark Horse also has a one-shot starring Cal McDonald, the private detective Niles says has dedicated his messed up life to fighting monsters. "He's a hard-drinking, hard-



Above: An extract from Greg Ruth's cover art for the first issue of Dark Horse's \$2.99 *Freaks of the Heartland* five-parter.

hitting, hard-boiled kind of lug and his best friend is a ghoul named Mo'Lock."

Illustrated by 30 Days of Night's Ben Templesmith, *Love me Tenderlion*, says Niles, a departure for his hero. "It's all romantic like. It's about what a person's soul is capable of doing if their heart is broken hard enough... and they have access to lots and lots of meat."

Freaks of the Heartland #1 ships on January 21, *Love me Tenderlion: A Cal McDonald Mystery* on January 7. Each is priced \$2.99.

Vertigo holds mini Midnight, Mass.

ALTHOUGH the DC mature readers imprint abruptly truncated 2002's intended *Midnight, Mass* ongoing series to an eight-issue mini, Vertigo is reviving the title for a six-parter.

Again written by series creator John Rozum, *Here There be Monsters* is drawn by *Buffy the Vampire Slayer*'s Paul Lee.

Discussing the return of Adam and Julia Kadmon, his paranormal investigators, and of the messianic creature Magellan, the writer told CI the series is really two different stories. "It's about

how the burden of Adam and Julia's job impinges on their personal life; their business partnership versus their marriage. The nature of their job doesn't really allow for them to turn down a job, or take a day off. People's lives are at stake."

Saviour figure

"The other part of the story is about the monsters who have gathered around Magellan and see him as something of a saviour figure who is going to bring them into the 21st century and give them back their pride and nobility as monsters," Rozum, who said the story takes place roughly a year after the events in the first issue of the initial mini-series, continued.

Referring to the mood of the new series, which he says is similar to his original eight-parter, Rozum added, "It's a real mix of darkness and humour, where most of the humour really comes out of the situations and characters themselves. It's much more an adventure story than a dark, brooding melodrama."

Midnight, Mass: Here There be Monsters #1, priced \$2.95, ships on January 28.



Above: From Tomer Hanuka's cover art for the first issue of Vertigo's *Midnight, Mass: Here There be Monsters* six-parter.

In Brief

EXCALIBUR'S Chris Claremont and Alan Davis are returning to **Uncanny X-Men**.

The writer and artist previously worked together on three issues (#213, 215 and **Annual** #11) of Marvel's original mutant title in 1987. They are coming back to the series in the spring as part of *Reload*, an overhaul of the entire X-franchise.

SCOTT Dunbier has been promoted to executive editor by WildStorm.

Following several years as an original comics art dealer, Dunbier joined WildStorm in 1995 as special projects editor. Two years later, he was named editor-in-chief, a title which was changed to group editor when WildStorm was acquired by DC.

FORMER Marvel president Bill Jemas must be shaking his head in disbelief as his Epic Comics project is quickly dismantled by his successors.

With all pending projects cancelled or consigned to an undistinguished anthology, the label has now had another ignominy heaped upon it. **Gun Theory**, the only creator-owned title to actually make it through to publication has been cancelled after just two of Daniel Way and artist Jon Proctor's four issues have been released.

DC IS preparing a hardcover collecting Matt Wagner's prestige format three-parter chronicling the first meetings of its foremost three icons.

The deluxe **Batman/Superman/Wonder Woman: Trinity** compilation is also to include a sketchbook section. It ships in May, priced \$24.95.

THE FINAL two issues of **Feather**, Steve Uy's Image six-parter, have been amalgamated into a 48-page #5, which is to follow the February-shipping #4 in May.

FOLLOWING Butch Guice's departure from CrossGen, Mike Ploog is drawing the entire first issue of writer J.M. DeMatteis creator-owned *Code 6* title rather than just the fantasy world sequences as originally intended.

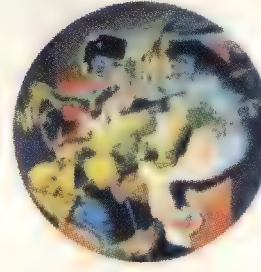
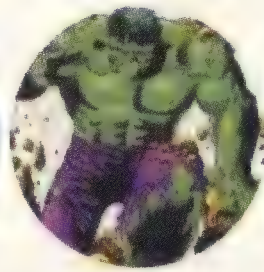
The 48-page **Abadazad** #1 is on sale now, priced \$2.95.

BILL Finger, Bob Kane, Jerry Robinson, Dick Sprang and Winslow Mortimer are among the contributors to DC's 192-page **Batman in the Forties** trade paperback.

The \$19.95 collection ships in March. It reprints stories from **Batman**, **Detective Comics**, **Real Fact Comics**, **Star-Spangled Comics** and **World's Finest Comics** as well as from the classic *Batman* newspaper strip.



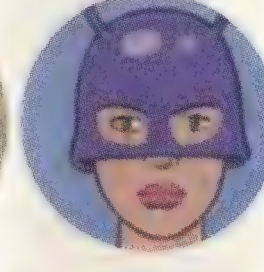
PUSH ALL THE RIGHT BUTTONS



**MEGA-CITY COMICS
ONLINE**



WWW.MEGACITYCOMICS.CO.UK



All illustrations copyright their respective publishers.

MEGA-CITY COMICS

18 INVERNESS STREET, CAMDEN TOWN, LONDON NW1 7HJ. TEL: 020 7485 9320 e-mail: shop@megacitycomics.co.uk
Open 7 days a week 10am-6pm (10am-7pm Thu & Fri)

Chaykin: back to the drawing board

Vertigo graphic novel to be *American Flag* creator's first major solo project in 10 years

AFTER more than a decade working in television on such shows as *The Flash*, *The Human Target* and *Mutant X*, **Black Kiss** writer/artist Howard Chaykin is making his full-time return to comics.

While he has maintained a comics connection through titles **American Century**, **Barnum** and **Son of Superman** – all mainly co-written with David Tischman – the last major project the **American Flag** creator wrote and drew was **Power & Glory**. Launched in 1994 by Malibu's creator-owned *Bravura* imprint, the series consisted of a four-parter and a 1995 special.

Mighty Love

Chaykin told *CI* he found he could not write and draw comics at the same time as staffing a TV series, which he has been doing since 1990. Since leaving his last show in mid 2002, Chaykin has been working on **Mighty Love**, a concept he has had for about 12 years.

"It's a superhero story but not really. It's a romance book but not really," said Chaykin, who believes that

he and Alan Weiss are possibly the only creators of their generation to have worked on romance comics. "I worked for Dottie Woolfolk – the legendary Dottie Woolfolk – back when I first started out. It was awful. It was dreadful. But it was a great place to get my chops together."

No Shit

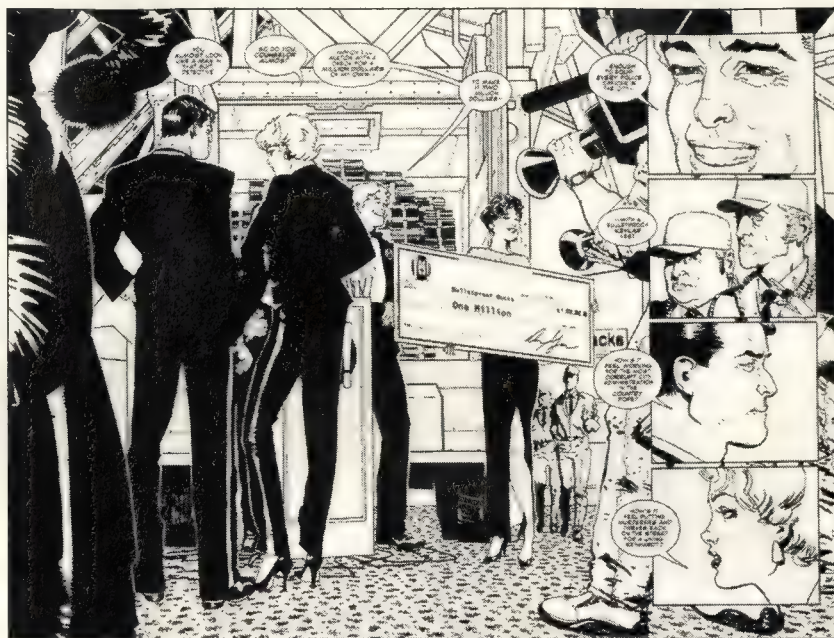
"**Mighty Love** is a superhero story in the sense that it's a conceit about two people who have a little bit too much energy and are a little bit too neurotic," explained Chaykin whose first high profile comic work was drawing Marvel's six-issue adaptation of the first *Star Wars* film in 1977.

"They put on masks and go out to contradict a lot of their daytime behaviour at night."

"Shit doesn't come out of their eyes. They don't blast bolts of energy and that kind of stuff. They're not those kind of people," he discusses.

"They're more superheroes in the Batman sense than in the X-Men sense."

Turning to the romance aspect of his graphic novel, Chaykin commented, "It's



Pictured: Story pages from *Mighty Love*, Howard Chaykin's 96-page Vertigo graphic novel.

about two people who discover that they have things in common and they develop a romantic relationship."

You've got Mail

"It's not in any way that treacle – that recipe for romance. It has more in common with *The Shop around the Corner*, a Hungarian play of the 1930s, which in turn inspired *You've got Mail*," stated Chaykin who cited *Moonlighting* as another source of reference.

Describing the two main characters, he said "She's Lincoln Reinhardt, a hard-boiled cop working for a corrupt administration who hates Delaney Poe, a liberal attorney who defends the guys that she busts.

"By night, not knowing it, they both put on masks and fight the very people they work for during the day. It's then they develop a relationship," he added.

New Challengers

As well as producing stories for *Solo*, the Mark Chiarello-edited showcase title, Chaykin has written and drawn a story for the first issue of **Michael Chabon Presents... The Amazing Adventures of the Escapist** for Dark Horse.

He also has several more DC projects in the pipe-line to follow **Mighty Love**.

City of Tomorrow, which he describes as an odd science fiction six-parter and, "an extremely brutal



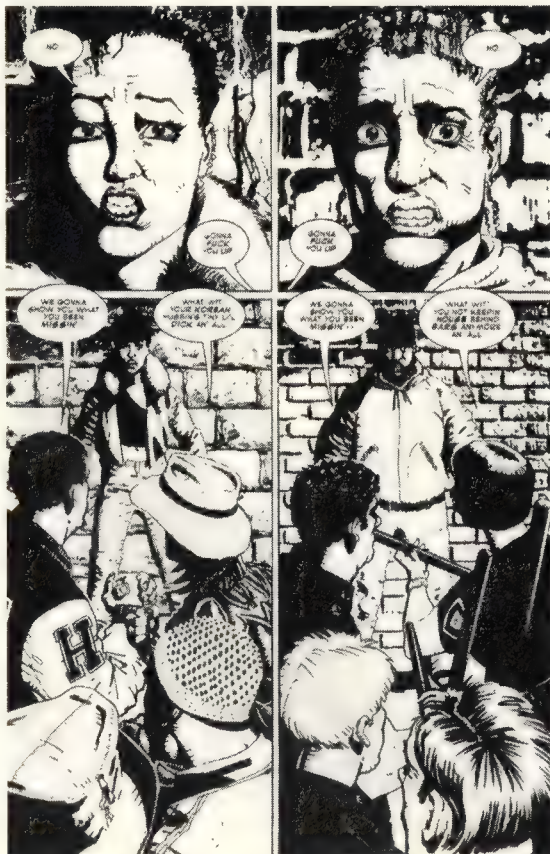
hard-boiled crime book", the 12-issue **Marked Man** – which are both lined up to follow his **Challengers of the Unknown** revamp.

Chaykin, who previously reworked **Blackhawk** and **The Shadow** for DC, is writing and drawing the first six issues and is creating an entirely new **Challengers** team for the as yet

unscheduled relaunch.

"What evolved was a story about a number of people who – unknown to themselves – are being trained and prepped to become the Lee Harvey Oswalds and Sirhan Sirhans of the next generation."

Mighty Love, a 96-page hardcover graphic novel from Vertigo, ships on March 17 priced \$24.95.



Dragon revived

Chuck Dixon returns to DC to rescue Denny O'Neil's kung fu fighter from 1970s obscurity

FREED from his exclusive contract with CrossGen, writer Chuck Dixon has made his way back to DC where he is to restore an obscure 1970s hero to his own title.

Richard Dragon was created by then-Batman writer Denny O'Neil and Jim Berry – writing as Jim Denny – for *Dragon's Fist*, their 1974 novel. Dragon made his comics debut the

following year in the first issue of his own title. But by then the martial arts craze was on the wane and *Richard Dragon, Kung Fu Fighter* was cancelled after only 18 bimonthly issues, consigning its hero to occasional guest star status in other DC Universe titles.

Spotty continuity

Dixon – in tandem with artist Scott McDaniel with whom he worked on *Nightwing* – is to relaunch the title, which has been shortened to the more dramatic *Dragon*.

Explaining the concept of the new series, Dixon told *CI*, "It's the *Return of Richard Dragon* for the most part. The guy has a very spotty continuity as he's barely appeared in comics in the past 30 years or so. His own series dried up and he was relegated to back-up character in other peoples' series. I've



Pictured above and left: Scott McDaniel pencilled interior art from the first issue of DC's *Dragon*.

always had a lot of affection for Dragon and wanted to see him come back on to the centre stage."

When asked how the unscheduled *Dragon* differs from *Way of the Rat* – the martial arts title he writes for CrossGen – Dixon replied, "It is less Jackie Chan and more *Kill Bill*."

Dixon, who also writes *Brath and El Cazador* for CrossGen, said the *Dragon* story is basically about a guy coming back from a lot of bad years spent exploring his own darker self. "But now only he can right the wrongs from his past. Classic kung fu theatre stuff."

The writer said he will be filling in the years between *Dragon*'s two titles. "There's some stuff in the old '70s comics that we're altering and updating. But we'll explain why he was in the shadows so much during those years and present his beginnings for the first time."



TOP COW is reviving *Codenamed: Strykeforce* – its 1994 spin-off from Marc Silvestri's *Cyberforce* – without the prefix. Written by Jay (Noble Causes) Faerber and drawn by *Legacy of Kain: Defiance*'s Tyler Kirkman [see art above], the newly-truncated *Strykeforce* is lined up to premiere in April. "Strykeforce is a team of super-powered mercenaries who operate outside the law, hiring themselves out for various missions," explained Faerber. The original series ran 15 issues (including a #0 issue) until 1995.

Screenwriter reveals history in horror movie prequel

UNDERWORLD scripter Danny McBride is teaming up with Kris Oprisko – who wrote the comics adaptation of McBride's horror movie – for an IDW three-parter that reveals some of the background to the film.

Illustrated by Nick Postic and Nick Marinkovich, who drew the *Underworld* comic, *Underworld: Red in Tooth and Claw* sets out to explain what lies behind the hatred that fuels the centuries-old struggle between the Vampire and Lycan clans. A prequel to the film, it explores the early days of the war between these powerful adversaries.

Explaining that *Red in Tooth and Claw* was the first in a planned series of *Underworld* movie tie-ins, editor Jeff Mariotte said, "There is so much history the filmmakers couldn't fit into one movie that we have a huge canvas to work with and – with the participation of Danny McBride – we're going to fill in some of the gaps in that history."

Underworld: Red in Tooth and Claw #1, priced \$3.99, ships in February.



Above: Nick Postic and Nick Marinkovich's cover art for the second issue of IDW's *Underworld: Red in Tooth and Claw* three-parter.

Soulcatcher unleashed

JASON Henderson is set to follow his ongoing **Sword of Dracula** Image series with another horror title, this time a two-parter for Moonstone.

Illustrated by **Young All Stars'** Lou Manna and **Kolchak the Night Stalkers'** Terry Pallot, **Soulcatcher** is, the writer told **CI**, about a young widow who comes to New Orleans and gets the help of the one man who might help her talk to the ghost of her husband. "But as soon as she gets there, the ghosts of the dead begin to go mad and the woman, Roma, realises she possesses the power to absorb the abilities of the recently dead. She's what's called a Soulcatcher."

Most haunted city

Henderson says the series is set in the most haunted city in America. "New Orleans is the

kind of place where a couple can wake up in their hotel room to find the ghost of a child crying at their bedside. It's a city that has burned to the ground twice, but where the oldest operating bar in the United States, once owned by pirate Jean Lafitte, still serves up liquor in the French Quarter to bikers and college students."

Solomon Kane

Soulcatcher is the first in a planned series about an age-old family of supernatural guardians. "The Lockman Guardian on hand this time is Chris Lockman. He has the ability to talk to ghosts, has learned voodoo and argues with the spirit of Seamus Lockman, a Puritan I patterned after Solomon Kane."

Soulcatcher #1, priced \$3.50, ships in February.



Above: Lou Manna and Terry Pallot interior art from the first issue of Moonstone's **Soulcatcher** two-parter.

Prolific Gold Key writer/artist dies

AFTER a long battle with Alzheimer's Disease Robert P (Bob) Gregory died of pneumonia on December 5. He was 82.

Gregory was born in Los Angeles in 1921. A graduate of Otis Art Institute, he began his comics career in 1958 after first working as a technical illustrator and publications analyst for North American Aviation.

A writer and penciller, he worked for Dell and Gold Key on such Disney titles as **Daisy and Donald**, **Junior Woodchucks** and **Beagle Boys** from 1959-1984. He also worked on Hanna-



Barbera tie-ins during the 1960s, DePatie-Freleng comics in the 1970s and on Warner Brothers, MGM and Walter Lantz spin-offs.

He is survived by his wife Betty and daughters Linda and Roberta, the creator of **Naughty Bits**.



SUPERMAN: End of the Century's Stuart Immonen is drawing a graphic novel for Les Humanoïdes Associés. Written by **Le Jour de Magiciens'** Michelangelo La Neve, **Sebastian X** is the near-future story of a surfer turned freedom fighter. "It's much more a slightly satirical action flick kind of story," said the artist, whose recently-signed exclusive contract with Marvel allows for the project. "There are passing resemblances to *The Fifth Element* and *Face/Off*, even Miller and Gibbons' *Martha Washington* franchise, but it's really cut from whole cloth. Michelangelo has taken the trappings of the American action hero and turned it on its ear."

Pirate Club sails in SLG quarterly

SLAVE Labor Graphics is to relaunch a self-published minicomic as one of its rare ongoing titles.

Created, written and illustrated by Derek Hunter, a video games artist, **Pirate Club** is an all-ages title that features a small gang of primary school kids who set out to become privateers accompanied by a crabby, one-handed garbage man. Their leader is a boy single-mindedly obsessed with being a pirate in the modern world while one of the others is convinced that he's a bear.

Hunter describes the quarterly black and white 24-pager as "everything I ever wanted to have in a comic series: Kids going on adventures, having them get away with all the things I



Above: Interior art from the first black and white issue of **Pirate Club**, Derek Hunter's 24-page Slave Labor quarterly.

never knew you could get away with until I was too old, fantasy, action and a little dark humour."

Pirate Club #1, priced \$2.95, ships in February.

CI #165 competition winners

IN **CI** #165, ten readers were offered the opportunity to each win a set of Fox's **X-Men 2 Special Editions** DVDs. The lucky winners were:

Sarah Crook, London N4
Terry Everett, Ilford, Essex
Michael Fry, Woodley, Reading
Rod Mearning, Crawley, Surrey
David Morris, Bristol

Mrs S Pierce, Abington, Northants
Peter Rowe, Middlesbrough
Aysha Siddika, Forest Hill, SE23
Ms G R Wiggins, Stratford, E15
Alice Watts, Brighton, E Sussex

Reader votes scored the 10 most popular sections of the issue as:

- | | |
|------------------------------|------------------------------|
| 1 News International (22.1%) | 6 Letters (5.6%) |
| 2 Reviews (15.3%) | 7 X-2 DVD competition (5.5%) |
| 3 Advance Listings (8.1%) | 8= Comment (4.5%) |
| 4 NetWorks (7.2%) | 8= Sez Dez (4.5%) |
| 5 Frame to Frame (5.9%) | 10 Q&A (4.0%) |

The highest scoring section as the least popular feature was "None, they're all fine" – very encouraging at 16%, with Comics Economics second at 11.1% and Novel Graphics third at 9.8%.

In Brief

WILDSTORM is to collect the first 15 issues of a **Bionicle** comic it has been producing for Lego club members in a digest-sized trade paperback.

Shipping on February 18, the 208-page compilation features stories drawn by Carlos D'Anda, Randy Elliott and Ray Kryssing. A 6x8" softcover, it is priced \$12.95.

WHILE 'Nuff Said – the comicbook interview/talk show – appears to be off the air for good, a replacement has surfaced in the form of the weekly **Comic Zone**.

Hosted by Vincent Zurzolo of Metropolis Collectibles and Edward Keyes of World Talk Radio, this Internet radio show explores the art, the people and the business of the comicbook industry. The programme – which is to air on Mondays at 3:00pm Eastern Standard Time (8:00pm GMT) – can be heard by tuning in to www.worldtalkradio.com/show.asp?sid=68.

Birds of Prey and **Rose & Thorn** writer Devin Grayson has signed a one-year exclusive contract with DC.

ALTHOUGH Brian Michael Bendis and artist Michael Avon Oeming are winding up **Powers** on December 24 with #37, they have a second volume of their Image \$2.95 title ready to launch in March.

As the writer explained, "This will be a very different series. In the new number one, we follow homicide Detective Deena Pilgrim back to work after a lengthy sick leave. We are taken on her tour of the new world of **Powers**, where all Powers are illegal, a world without heroes and a world almost cracked in half by super-powered villains who run amok and are unchallenged."

WITH his new novel, **The Zero Game**, set to hit US bookstores on January 20, **Green Arrow's** Brad Meltzer is lining up his second project for DC.

In conjunction with **Hawkman** artist Rags Morales, the author is developing **Identity Crisis**, a currently unscheduled seven-parter.

"It's a murder mystery set in the DC Universe," explained Meltzer. "Pure and simple. But the consequences of what unfolds... well, that's the real story. Characters live... others die – and hopefully you'll never looked at these masked men and the villains they fight quite the same way again."

TEEN Titans penciller Mike McKone has extended his exclusive contract with DC by a year as has Joe Kelly, who recently exited from **JLA** to write the currently unscheduled **Justice League Elite**.

ARCADIA COMICS

Our second-ever

Half Price Sale!

December 1st-January 10th.

Over 40,000 comics in stock.

One of the few stockists of in-depth back issues in the UK.

1960s onwards, specialist in 70s/80s runs.

Good runs of popular titles.

MANY ISSUES AS CHEAP AS £1.

To obtain your 50% discount, simply cut out and bring along this advert.

Hours: Mon-Sat 10-5 (excl. Tue 10-2.30)

Sale for shop customers, sorry no mail order.

Enquiries, tel: 07814 825 173

ARCADIA COMICS

135 Old Street, Ashton-under-Lyme,

Greater Manchester OL6 7BA

(5 minutes from motorway)

cut or tear out this ad for your 50% discount

Rock and a hard place



Novel Graphics by Paul Gravett

Highlighting the latest and best in graphic novels

LITTLE Joe Kubert was a baby of only two months when he and his parents and elder sister left their eastern Polish hometown of Yzeran behind them in November 1926.

Earlier that year, in the spring, his family had been refused a visa to sail to America, because his mother was still pregnant with him. They were Jewish and he would have grown up in Poland as Yossel.

When in November, they tried again they managed to join a crowded boat in Southampton docks taking European emigrants across the Atlantic to the New World and a new life.

Raised

on the newspaper strips and earliest comicbooks, Joe got his first break aged eleven and has participated in six decades of the medium's history, much of it now collected in hardback Archives. He was at the dawn of the Golden Age, when Hawkman first took wing; in the Fifties, he helped pioneer the 3D craze and his believable caveman Tor, as well as beginning his long-association with DC's war titles; in the Sixties, he soared again with a revived Hawkman and the honourable German pilot Enemy Ace; in the Seventies his sinewy Tarzan ranked among the finest interpretations. Since the Eighties he has expanded his school's outreach by correspondence and online with www.joekubert.com, while illustrating Wolverine with son Adam, Punisher with other son Andy, Stan Lee's Batman revamp and other big players.

Starting in the Nineties, Joe also wanted to explore the scope of the graphic novel. He crafted **Abraham Stone** for the European market in three large-format colour albums for Ervin Rustemagic's Strip Art Features. Kubert's period adventures of New York mobsters, early Hollywood intrigue and Pancho Villa's Mexican revolution provided gutsy entertainment but

seldom engaged more deeply. In a similar vein, his prehistoric survivor Tor never looked finer than in his four-parter for Epic. Then Joe took on nearly seven years' work drawing a 224-page epic



Above: Joe Kubert's Sgt Rock in the **Between Hell and a Hard Place** graphic novel written by Brian Azzarello.

western starring Italy's top-selling cowboy **Tex Willer**, which is finally coming out in English as four fancy colour hardbacks from Venture.

Still, by now Joa knew he needed to stretch himself further. His wake-up call arrived by fax. In those pre-internet days, the fax machine became the sole lifeline for his agent and friend Rustemagic to tell him about the desperate plight of his family and his countrymen trapped in Bosnia's war-ravaged capital.

One way for Kubert to respond was to visualise these stark descriptions into a graphic novel, **Fax from Sarajevo** (Dark Horse). There is some risk of misreading this classic-looking comics narrative as escapist action, except that the vivid urgency of the situations is hugely reinforced by incorporating Ervin's actual fax printouts into the pages, vulnerability

EUROPE'S BIGGEST COLLECTORS FAIR FOR COMICS, CARDS AND ARTWORK

MEMORABILIA

Sponsored By:

THE 2003 DATES FOR YOUR DIARY

THE N.E.C. BIRMINGHAM **November 29-30**

Attendance last year: 17,612 & 25,714

THE S.E.C.C. GLASGOW **To be announced**

Attendance last year: 7,342

Details: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR
Tel: 01603 220787 Fax: 01683 220796 Website: www.memorabilia.co.uk

and bravery spelled out in cold dot-matrix capitals.

Kubert's own experiences of the realities of war while serving in Korea have always lent credibility to his comic book reports from the frontlines.

Over fifty years, Sgt. Rock has been no granite statue but a living, feeling, principled fighting-man, a 'rock' to the men under him in Easy Company. Writer-editor Robert Kanigher, a master of compact combat dramas, never scripted a long Rock story. In the 140-page **Between Hell and a Hard Place** (DC Comics), Brian Azzarello gets that opportunity and Kubert returns to the battlefield in two ways, as he resembles the character Lieutenant Rags.

Azzarello perfectly captures Kanigher's visual pacing, terse dialogue and moral issues. When Rock insists on finding the murderer of three German officers captured by Easy, suspicions that one of his own troops could be responsible raise the question: can killing be murder if you're fighting a war?

Azzarello also plays with the nicknaming of soldiers – 'Bulldozer' or 'Bull', 'Little Sure Shot' or 'Shot' – as a means to help them leave behind who they once were and do what their new military status requires.

Kubert and Azzarello don't flinch from showing the fear of inexperienced 'greenhorns' and the damage and waste which war inflicts on them, as current reports from Iraq only underline. In his rugged brushwork and bravura washes of colour, Kubert has lost none of his flawless economy and clarity.

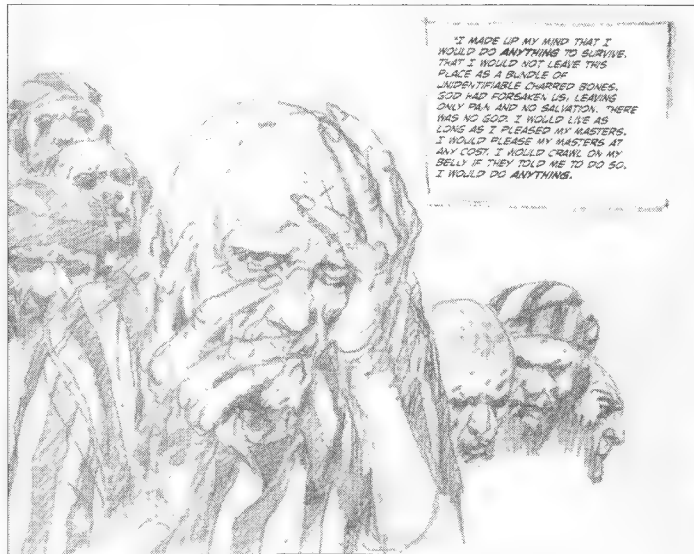
Raw, uninked pencil is the perfect medium to convey the harrowing immediacy of the Holocaust for his solo graphic novel **Yossel: April 19, 1943** from ibooks (www.komikwerks.com). Joe has gone back to that fateful November in 1926 when his family were allowed to leave for America and imagined how different his life would have been, if he, as Yossel, had been forced to stay and endure the horrors inflicted by Hitler. Except that this is no 'imaginary story'. As Kubert notes, "There's no question in my mind that what you are about to read could have happened."

His 120-page alternative autobiography begins and ends on that fateful day in the Warsaw Ghetto Uprising. Yossel's drawing talents are his solace, his inspiration. They win him favours from the German invaders, but can't save his parents and sister from being deported to the death camps. Rather than meet the same fate, he and others left in the ghetto choose to die fighting against their Nazi persecutors.

Kubert's achievement is making us feel as if we have stumbled across the real, unfinished sketches and from them we come to know young Yossel himself, a teenager – barely yet a man – speaking through history straight to our hearts.

In Joe's own words, creating this book "was very personal, a little scary, and sort of cleansing."

At the age of 77, Joe Kubert has now given life to his other self and allowed Yossel to document his lasting testimony.



Above: An illustration from Joe Kubert's **Yossel: April 19, 1943**, the most harrowing and moving portrayal of the holocaust in comics since **Maus**.

BUYING? SELLING?

Quicksilver COMICS

DON'T TAKE OUR WORD FOR HOW GOOD WE ARE. LOOK WHAT OUR CUSTOMERS HAVE TO SAY...

"Can't beat Quicksilver Comics. Buy elsewhere so I can scoop the lot" – S.Fowler, Farnborough

"Never seen faster shipping. Wondrous" – B.F., New York

"If there's one name you can trust, it's Quicksilver Comics" – N.P., Swindon

"Over the last few years, this catalogue has grown into the best and most diverse range of back issues I've ever seen" – C.Green, Grimsby

"Items came to my door in no time" – A.T., Glasgow

"Quicksilver has the best and friendliest service of any company I've used. Carry on as you are, and in a few years you'll be the biggest dealers in the country" – J.R., York

"I bought, then blinked, and they were delivered" – C.H., Cornwall

Don't you hate ordering by mail order or internet only to find the items are out of stock? Our website is updated EVERY DAY!

We offer a 24 hour UK delivery service!
Can any other dealers match that?

We produce regular catalogues (at least six a year) to keep you up to date with the incredible range of Gold, Silver & Bronze Age books that we carry!

Phone, write or fax for your FREE catalogue now!
QUICKSILVER, PO BOX 73, OSSETT WF5 0YQ, W. YORKSHIRE
 Tel: 01924 270500 Fax: 01924 270919
 Or visit our ever-expanding website: www.qscomics.com

DAVID'S COMICS & BOOKS BRIGHTON

COMICS - 5 Sydney Street - 01273 691012

Massive graphic novel selection

Manga • Vertigo • Marvel • DC

Large range of back issues

New toys • Role-playing games

All comics bagged

**IMPORT
PRICES**

\$2.25 = £1.40

\$2.50 = £1.50

£2.95 = £1.80

\$3.50 = £2.10

21
today!

It's our birthday!

Come and cut a slice of comic cake!

BOOKS - 3 Sydney Street - 01273 690223

Huge 25p/50p comic range

Discount graphic novels

Discounted toys

Magic the Gathering

(cheapest boosters, starters, singles)

SPECIAL OFFERS

Futurama figures £3.99

Darkness figures £3.99

**Massive
book sale!!!**

**It's like
a comic
mart every
day!!!**

2 shops - 1 attitude

Always buying comics etc - phone us first!

Mail order and wholesale available

See us at all the major London marts and shows

email: davidscomics@yahoo.co.uk

We've got it all - sun, sea, surf and Dez



"Sorry, mate — sold out."

Talking Shop with Stephen Holland
Reminding people there's a real mainstream out there

I'M SORRY about last month's snooze-fest, but please wake up again. Just one last column on comic shop mechanics for now, and I swear I'll return to making grandiose statements about the medium's future, or start gossiping about creators. Whatever's most popularist, basically.

In the first of this series I explained how retailers order two months in advance. In the second I outlined the means of keeping track of customer orders (and you just know I managed to cock up a customer order the very day that issue appeared, handing Mr. Bainbridge's order straight over to Mr. Beard — talk about hubris!). Then showed the retailer's capacity to increase orders in advance so that everyone gets what they want.

This time I want to bring both columns together and explain the very few reasons why your orders may not appear in your file when you expect them, whilst imparting the terminology which should maximise your chances of receiving a reorder after publication.

Last things first: Marvel Comics. Most publishers overprint, so that when a retailer has sold out of an issue she or he can reorder limited quantities. However, the amount publishers choose to overprint by is mere educated guesswork and if no one reorders they've lost money and found themselves with a very full warehouse. Hence, the tight ship that is Marvel Comics doesn't overprint.

Combined with its aggressive policy of reprinting stories as trade paperbacks as soon as they've finished, it's a sensible strategy to minimise wastage, whilst still enabling potential readers access to the comics in collected form whenever they fancy.

There are a few drawbacks to this strategy — for example if the UK's shipment of that month's **Namor** arrives water-damaged, well, there aren't going to be any extras to replace it; and if you have any confidence in a new title, guys, you really should have reorders ready to back it up, or at least be prepared to rush out second printings like DC — but I sympathise with the strategy more than most vocal retailers, as long

as the books are kept in print. The main drawback from *your* point of view, is that if you miss out on a single issue in the middle of a story, you are, to put it delicately, bugged. A retailer is a lot less likely to be able to reorder, or even *advance* reorder it if the print run has been set and there's a scramble on a title perceived to be 'hot'.

My advice is this: if you haven't yet started reading a series like **1602**, wait for the book. If you have, for God's sake get yourself down on a standing order, so that your local retailer saves you a copy each time it appears. That applies to any Marvel periodical.

Similarly, if you want to wait for the beginning of a new storyline and pick the previous one up in

Marvel Comics does not overprint... The main drawback is that if you miss out on a single issue in the middle of a story, you are, to put it delicately, bugged.

book form, any decent retailer should have a fair idea of when to start you off. For example, the current **Ultimates** storyline finishes at #13. A book will follow immediately and you can start on a standing order from #1 of volume II.

Moving on to other publishers, let's say you want to reorder a comic, or even a trade paperback if your retailer doesn't carry a full line. If you definitely want it, make sure your retailer places a 'back order'.

If a shop places a simple 'reorder,' then all Diamond will do is search their shelves that week and if they have it, deliver it — if they don't, they ignore it. If a shop places a 'back order' and Diamond UK doesn't have it, they'll send off to Diamond US for it. If Diamond US don't have it, they'll send off to the publisher. Within four weeks the retailer will receive it, and so will you. *If* it's still in print — and *if* the retailer has a decent customer order file.

You see how these three columns are coming together? I hope so, otherwise I'm going to

find myself relegated to answering Q&A on Archie Comics.

Incidentally I've never read an Archie title in my life, but I did take Biff's advice from **CI's Illuminations** column and ordered in some **Sonic** comics just for the hell of it. Guess what? They sold. Every single one. Our sales patterns are radically different from Biff's, but in this instance: Respect!

Please note, however: back orders are not foolproof. For example we sent three separate back orders to Diamond for **Raijin** #7 and each time they failed. One e-mail to **Raijin** direct, however, secured it free of charge from the publisher, who couldn't understand why Diamond's order never got through. We understood perfectly. Someone wasn't doing their job properly.

So, in the last 100 words allotted to me: trouble shooting with The Big Question.

Q) The publisher's or Amazon's website swears book A has been released — yet it's not in my file.

A1) Is it the American release date? Logistics which elude my understanding dictate that

although Marvel and DC arrive one day later, other books can take a fortnight to fight their way through.

A2) Publishers sometimes get a release date wrong because the work isn't completed (**League of Extraordinary Gentlemen**), or the printing was rubbish and pulped (**Battle Royale** vol 3), or Titan Books have bought the exclusive UK rights and take up to four weeks to affix their desecrating stickers and will charge you anything from £1 to £15 extra per copy (pretty much everything they've ever released).

A3) Amazon will say anything for your custom.

A4) For some reason Diamond allocated the product. They didn't receive enough, so they sent what they had, divided between all the retailers.

A5) It's not allowed in the country for licensing or other legal reasons.

A6) You didn't turn up for six months, so we cancelled your order.

I'm sure there are a few more answers to that question, which I now throw open to the floor.

Hello? Anyone still awake?



Hot Comix - Cool Prices



> 90

Address: <http://www.comix-shop.co.uk>

Address:

COMIX

Nice!

Advance Listings

READERS: You can use this Advance Listings section as an order form with your direct market store or mail order supplier. Simply mark the items you require, copy or remove these pages (or list them on a separate piece of paper) and give it to your supplier, together with a note of your name, address and phone number to guarantee not missing any of the new titles being published. Certain suppliers may not accept standing orders, so check with them first. All prices of US titles listed are in dollars. Import prices are usually converted at a rate of \$1.00 = 85p UK sterling. Shipping dates given are the earliest date product will reach stores. All dates, prices and information are assumed to be accurate as provided by publishers.

Compiled by Jim Hannah

The following are 32 page colour titles unless stated

ON SALE FROM
FEB 4

Dark Horse

- new Conan 1** (Kurt Busiek & Cary Nord + Dave Stewart) Presenting Conan's story from day one. Drawing only on the original Robert E. Howard stories, the legend of Conan is brought to vivid life for the modern audience. \$2.99
- Oh My Goddess! 105** (Sora Unchained 1 of 8; Kosuke Fujishima) The crew at Whirlwind has a racing experiment coming up, and someone's got to run it. b&w \$2.99
- Star Wars: Empire 18** (To the Last Man 3 of 3; Welles Hartley & Davide Fabbri + Christian Dalla Vecchia) The Imperials are doomed, but newly promoted Captain Janek Sunber is determined that they will sell their lives dearly. If only some of his fellow officers exhibited the same courage, they might have a chance. \$2.99

DC Comics

- Batman: City of Light 5** (Pander Brothers + Mark Paniccia & Pander Brothers + Alvaro Lopez) Consumed by his own demons, Batman struggles to hold his fractured psyche together as he faces the deadly Purge. \$2.95
- one-shot Birds of Prey: Of Like Minds** (Gail Simone & Ed Benes + Alex Lei; tpbk) Collects Birds of Prey #56-61. In a tricky legal and ethical dilemma, the Birds show mercy to a would-be white collar criminal, but their act of compassion brings them to the attention of master extortionist (and one-time superhero) Savant. 144pg \$14.95
- new Coup D'Etat - Sleeper 1** (of 4; Ed Brubaker & Jim Lee; WildStorm) The Authority has been watching over the Earth for years, so what happens when Tao, the most efficient manipulator in the world, tricks the US government into committing an accidental, inter-dimensional atrocity on its own soil? \$2.95
- Detective Comics 791** (The Surrogate 1 of 3; Andersen Gabrych + A.J. Lieberman & Pete Woods + Cam Smith) A pregnant woman bleeding from a gunshot wound collapses in Leslie Thompkins' clinic. Can Batman find her family - and the murderer - before she goes under the knife for an against-all-odds operation? 40pg \$2.75
- Gen¹³: October Surprises** (Chris Claremont & various; WildStorm; tpbk) Collects Gen¹³ #7-11. The new Gen¹³ team faces new challenges - and some old enemies. 128pg \$19.95
- new Hard Time 1** (Steve Gerber & Brian Hurtt) The inaugural book in the new DC Focus

- line by Steve Gerber and Brian Hurtt examines life behind bars. One stupid prank costs four high-school students their lives, and 15-year-old Ethan Chiles his future. But something powerful has been growing within Ethan, and on the day of his sentencing, it escapes once and for all. 56pg \$2.50
- JSA 58** (Black Reign 5 of 6; Geoff Johns & Don Kramer + Keith Champagne) Hawkman's secret weapon against Black Adam and his team is revealed, and betrayal comes from the most unlikely of places. \$2.50
- Justice League Adventures 28** (Jason Hall & Min S. Ku + Ty Templeton) As society becomes more reliant on technology, the villainous Kilgore escapes into the future to wreak havoc. \$2.25
- Looney Tunes 111** (various) Bugs Bunny helps Yosemite Sam catch the Loch Ness Monster, and Daffy tries to get adopted by apes, but they don't want him. \$2.25
- new The Monolith 1** (Jimmy Palmiotti + Justin Gray & Phil Winslade) In the time of the Great Depression, a creature of clay was created to protect the lower East Side from the incursion of the underworld's forces. It's been long sealed away, but now the time has come once again for this monstrous beast to defend the denizens of New York. 56pg \$3.50
- My Faith in Frankie 2** (Mike Carey & Sonny Liew + Marc Hempel; Vertigo) Gods, demons and relatives collide when Frankie decides to dedicate her body to one of her desperate suitors. \$2.95
- Plastic Man 3** (Kyle Baker & Baker) Will Plastic Man go on the lam to clear his name? You'd want to clear your name, too, if it was Eel O Brian. \$2.95

- Robotech: Invasion 2** (Jay Faerber + Ken Siu-Chong & Takeshi Miyazawa + Omar Dogan; WildStorm) Trying to piece together what happened to the rest of the fleet, Lancer makes some startling discoveries about his location, but also faces grave danger as Invid Sentries begin searching for him! \$2.95
- new The Sandman Presents: Thessaly - Witch for Hire 1** (Bill Willingham & Shawn McManus; Vertigo) Former lover of The Sandman, Thess, is embroiled in her most impossible situation yet as the ruthlessly practical witch finds herself the unwitting - and unwilling - dispatcher of demons, beasts, and other monstrosities. \$2.95
- Superman Birthright 7** (Mark Waid & Leinil Yu + Gerry Alanguilan) Superman becomes a super-menace to the citizens of Metropolis as Lex Luthor's revelations make him out to be an inhuman alien. \$2.95
- Y: The Last Man 19** (Safeword 2 of 3; Brian K. Vaughan & Pia Guerra + Jose Marzan Jr; Vertigo) Travel inside the mind of the last man on Earth. What is Yorick Brown's deepest, darkest secret, and what does it have to do with a swarm of New York City houseflies? ... \$2.95

Marvel

- 1602 #7** (of 8; Neil Gaiman & Andy Kubert; Marvel Knights) Secrets are revealed and coffins are closed as two of the 17th century Marvel heroes lose their lives. \$3.50
- one-shot Born** (Garth Ennis & Darick Robertson; hb) In the format of Wolverine: Origin, witness the true birth of the Punisher years

- before, as Frank Castle the man enters his third tour of duty in Vietnam, but leaves a force of nature. 112pg \$17.99
- Exiles 42** (A Nocturne's Tale 2 of 2; Jim Calafiore) Nocturne's special origin story concludes as we learn more secrets about Nightcrawler's alternate-reality daughter and her life with the X-Men. \$2.99
- Marvel Masterworks: The Avengers Vol 3** (Stan Lee & Don Heck) The team battles the Enchantress, Power Man, the Ringmaster, Kang, Doctor Doom, Attuma, the Collector, the Swordsman and the Black Widow! Collects Avengers Vol 1 #21-30. 224pg \$49.99
- Punisher Vol 6: Confederacy Of Dunces** (Garth Ennis & John McCrea; Marvel Knights; tpbk) The most deadly man in the Marvel Universe - The Punisher - might finally meet his match as Daredevil, Spider-Man and Wolverine join forces to finally bring Frank Castle's killing spree to an end. Collects Punisher #33-37. 144pg \$14.99
- Runaways 11** (Lost & Found 1 of 2; Brian K. Vaughan & Takeshi Miyazawa; Tsunami) Marvel's original teen runaway crime-fighters Cloak and Dagger making their first major appearance in years. \$2.99
- Secret War: Book One** (of 5; Brian Michael Bendis & Gabrielle Dell'Otto) When Nick Fury finds a disturbing connection between many of Marvel's deadliest villains, he puts together a ragtag team of the MU's most misunderstood heroes for a secret mission to do what the US government could never allow. 48pg \$3.99
- Spider-Girl 70** (Truth 2 of 2; Tom DeFalco & Ron Frenz) As the Buzz takes on the Man-Wolf and Spider-Girl finds herself pitted against Dr Jade and the new

Dr Octopus, she gets assistance from the most unexpected source! \$2.99

Spider-Man & Doctor Octopus: Negative Exposure 5 (of 5; Brian K. Vaughan & Staz Johnson) Preparing for his most vicious confrontation with Spider-Man, Doc Ock unleashes a torrent of destruction and mayhem on the unsuspecting citizens of Manhattan. \$2.99

Supreme Power 7 (J. Michael Straczynski & Gary Frank; MAX Comics) Another new super power rises out of the depths of obscurity - Amphibian! \$2.99

Thanos 6 (Jim Starlin) The planet-shaking conclusion of the Thanos/Galactus/Hunger conflict - If the Titan is going down, he's going down fighting! \$2.99

Thor 74 (Dan Jurgens & Scot Eaton) The hammer falls as Thor moves to permanently crush the growing resistance to his absolute rule over Earth. \$2.99

one-shot Truth: Red, White & Black (Robert Morales & Kyle Baker; tpbk) The origin of one of Marvel's greatest heroes is re-examined and a new chapter in his secret history is revealed. Collects Truth #1-7. 168pg \$17.99

Ultimate Spider-Man 53 (Brian Michael Bendis & Mark Bagley) The fight over an ancient stone tablet with unimaginable power concludes. \$2.25

Uncanny X-Men 439 (She Lies with Angels 3 of 5; Chuck Austen & Salvador Larroca) The X-Men find themselves caught between an age-old family feud, with two young lovers - one human and one mutant - trapped on either side. \$2.25

new Wolverine/Captain America 1 (of 4; R.A. Jones & Tom Derenick) When a highly coveted piece of alien Shi'Ar technology gets intercepted by a rogue group of ex-S.H.I.E.L.D. superagents, both teams send their best chance to get it back into the field! \$2.99

new X-Men Unlimited 1 (Tony Lee + J.T. Krul & Ray Lai + Tom Mandrake) Sage breaks into a high-rise office building to retrieve a piece of her past. \$2.99

ON SALE FROM

FEB 11

Dark Horse

- Blade of the Immortal 87** (Hiroaki Samura) Makie, wayward swordswoman of the Ito-ryu, lies emotionally wasted and ready to die. Will her precarious relationship with Anotsu lead her back into the land of the living? b&w \$2.99
- Hellboy: Weird Tales 7** (various) Hellboy movie storyboard artist Simeon Wilkins teams with Buffy writers Tom Fassbender and Jim Pascoe for an old fashioned gangster story. \$2.99
- Star Wars: Infinities - Return of the Jedi 4** (Adam Gallardo & Ryan Benjamin + Saleem Crawford) Luke must decide whether to submit to the Emperor or watch his sister die. \$2.99
- Tales of the Vampires 3** (various) Drew Goddard pokes fun at the King of Vampires, Dracula. Jane Espenson looks at the bond between a vampire father and his aging son, and Joss Whedon continues his story of young watchers in training as they meet their first vampire. \$2.99

DC Comics

- Action Comics 812** (Godfall 1 of 6; various) After Superman 200, Kal-El begins his new life - on Krypton! \$2.25



close-up

Adam Strange Archives Vol 1

DC Comics

Writer: Gardner Fox

Artists: various

Collecting stories from Showcase #17-19 and Mystery In Space #53-65. Adam Strange was an archaeologist working in South America who was whisked away by a Zeta-Beam to the planet Rann. There he began a series of adventures that found him bouncing back and forth between normal life and defending Rann from many bizarre menaces. 224pg \$49.95

ON SALE FEBRUARY 11

one-shot Adam Strange Archives Vol 1 (Gardner Fox & various; hbk) See *Close-Up*, on previous page.

Aquaman 15 (Will Pfeifer & Patrick Gleason+ChristianAlamy) A devastating earthquake hits San Diego, leaving thousands dead. But someone survived the cataclysm, and their survival will require Aquaman to take on a new role that draws upon all his experience as a hero and leader of a nation. \$2.50

Batman: Death and the Maidens 7 (Greg Rucka & Klaus Janson) As Batman reels from the consequences of his deal with Ra's al Ghul, Nyssa's plans move closer to her endgame. \$2.95

Batman: Legends of the Dark Knight 176 (*Testament* 5 of 5; John Wagner & Chris Brunner) It's Batman's final confrontation with Rough Justice—but how can the Dark Knight defeat an enemy who knows his secrets? \$2.50

one-shot Coup D'Etat - Stormwatch: Team Achilles (Micah Ian Wright & Carlos D'Anda; *WildStorm*) StormWatch leader Ben Santini's greatest nightmare is now reality, forcing Team Achilles underground to plot the overthrow of a super-dictatorship. \$2.95

The Demon: Driven Out 6 (of 6; Joshua Dysart & Pop Mhan+Art Thibert) As a demon-driven street riot rages, Jason Blood and Ame Okumuro cast a spell of their own—but can Etrigan be tricked back into Blood's body? \$2.50

Gotham Central 16 (Ed Brubaker & Greg Scott) In the aftermath of the Joker's brutal reign of terror, how can things in Gotham get back to normal? \$2.50

Fables 22 (Bill Willingham & Tony Aikens + Jimmy Palmiotti; *Vertigo*) The members of the Ex-wives Club of fairytale philanderer Prince Charming reminisce about the Prince of Lies. But blonde bombshell Cinderella has another appointment, in Paris, and it's one she's dying to keep. \$2.50

Fallen Angel 8 (Peter David & David Lopez and Fernando Blanco) Black Maria finds herself at the mercy of the Fallen Angel, and heaven help her if she doesn't give the Angel her due. \$2.50

one-shot The Flash: Crossfire (Geoff Johns & various; tpbk) Collecting *The Flash* #183-191. The Flash has opposed many costumed villains in his career, but when they team up under the control of a new criminal known as Blacksmith, things go from tough to impossible. 224pg. \$17.95

Green Arrow 35 (*City Walls* 2 of 5; Judd Winick & Phil Hester + Andy Parks) Ollie and Connor must team with Batman to take on the twisted genius of the Riddler. But this is more than just a random crime spree. \$2.50

Hawkman 25 (Geoff Johns & Rags Morales + Michael Bair) It all comes down to the big guns of the JSA and Shazam's dark champion. But who's in the right? How will the events that take place on the soil of Kahndaq affect the JSA? \$2.50

H-E-R-O 13 (*Ch-Ch-Ch-Changes* 2 of 3; Will Pfeifer & Leonard Kirk + Wade Von Grawbadger) After using and then losing the H-E-R-O device, Joe Hamill continues to struggle with his new life as a superheroine. \$2.50

one-shot The Losers: Ante Up (Andy Diggle & Jock; *Vertigo*; tpbk) Once an elite US Special Forces unit, the Losers served as the covert bloody hand of America until they stumbled across a CIA secret they couldn't ignore. 160pg. \$9.95

Nightwing 90 (Devin Grayson & Patrick Zircher + Andy Owens) Blockbuster has surrounded himself with the most lethal cadre of assassins ever assembled: Stallion, Lady Vic, Brutale, the Trigger Twins, Mouse, Giz and an army of gun-laden gangsters. \$2.25

Scooby-Doo 81 (Frank Strom + Robbie Busch & various) The gang investigates reports of an extinct animal on the loose. \$2.25

Teen Titans 8 (Geoff Johns & Tom Grummett + Marlo Alquiza) Who is Raven? The Teen Titans get a crash course on this mysterious former Titan, and what her reappearance could mean. \$2.50

Thundercats: Hammerhand's Revenge 5 (of 5; Fiona Avery & Carlos D'Anda; *WildStorm*) Lion-O and the Thundercats attack Hammerhand's ship with the Griffin army, but the battle won't be easy for these mighty heroes thanks to the ship's mighty armaments. \$2.95

Tom Strong 25 (Geoff Johns & John-Paul Leon; *America's Best Comics*) Tom Strong, the champion of Millennium City, is many things to many people, but when a series of unlikely and inexplicable occurrences happen in seemingly random order, Tom must don a new hat—that of best friend. \$2.95

Tomorrow Stories Book Two (Alan Moore & various; *America's Best Comics*; hbk) Join Jack B. Quick, Greyshirt, Splash Brannigan, The First American, and Cobweb as they scurry, lurk, ooze, trip, and slink their way through an array of diverse features. 160pg. \$24.95

Marvel

4 #1 (Roberto Aguirre-Sacasa & Steve McNiven) The Fantastic Four meets a challenge the likes of which it's never faced, overcoming will require the same humour, determination and family bonds that have delivered them from danger time and time again. \$2.99

Captain America 23 (Robert Morales & Chris Bachalo; *Marvel Knights*) Serving as a judge for a military tribunal in Guantanamo Bay, Cap quickly uncovers a terrorist conspiracy that threatens to topple the stability of the Western world. \$2.99

Daredevil Vol 3 (Brian Michael Bendis & Alex Maleev; *Marvel Knights*; hbk) After his secret identity as Daredevil is publicly exposed, Matt Murdock is forced to reckon with the problems and legal ramifications that emerged as a result of his public outing. Collects *Daredevil* #38-50. 304pg. \$29.99

Emma Frost 8 (*Hellfire* 2 of 6; Karl Bollers & Carlo Pagulayan) Separated from her family for the first time in her life, young Emma finds life on her own growing increasingly more difficult—not to mention dangerous! \$2.99

new Epic Anthology 1 (various; *Epic Comics*) The debut of a new quarterly anthology series spotlighting the best full-length Epic stories submitted by up-and-coming creators. 72pg. \$5.99

Incredible Hulk 67 (*Bury Me Not* 2 of 4; Bruce Jones & Doug Braithwaite) There's something big and weird and downright nasty out there in the desert and Doc Samson and Mr Blue have just stumbled into it. \$2.25

Iron Man 77 (*The Best Defense* 5 of 6; John Jackson Miller & Jorge Lucas) Tony Stark believes he is facing his darkest hour, but he's wrong. His—and the nation's—is about to arrive! \$2.99

Myx 5 (Joe Quesada & Joshua Middleton) What if you could become anyone in the world for a day? What would you do? Who would you be? Meet a young mutant who doesn't have to wonder. His powers let him be anyone he wants, and he isn't shy about using them! \$2.99

The Punisher 3 (*In the Beginning* 3 of 6; Garth Ennis & Lewis LaRosa; *MAX Comics*) An old acquaintance—with in-depth knowledge of Frank Castle's modus operandi—is after the Punisher. \$2.99

Sentinel 12 (*Awakening* 3 of 3; Sean McKeever & UDON; *Tsunami*) It's the

end of the road for Juston Seyfert and his mechanical marauder. \$2.99

one-shot Thor: Vikings (Garth Ennis & Glenn Fabry; *MAX Comics*; tpbk) When a band of invincible Zombie Vikings invades and begins to pillage Manhattan, it's up to Thor and guest-star Dr Strange to stop them. Collects the limited series. 128pg. \$13.99

Ultimate X-Men 42 (Brian Michael Bendis & David Finch) Introducing Ultimate Dazzler! But is she friend or foe? ... \$2.25

Wolverine: The End 3 (of 6; Paul Jenkins & Claudio Castellini) In the heart of Japan, Logan uncovers the secrets behind the legend of Kitsunebi the White Ghost, and its sinister connection to his own past. \$2.99

Wolverine/Captain America 2 (of 4; R.A. Jones & Tom Derenick) A piece of alien Shi'Ar technology is intercepted by a rogue group of ex-S.H.I.E.L.D. super agents. \$2.99

X-Treme X-Men 42 (*Bogan* 3 of 5; Chris Claremont & Igor Kordey) The X-Men take one step closer to discovering the true identity of the mysterious telepath haunting their lives. \$2.99

ON SALE FROM

FEB 18

Dark Horse

Goon 5 (Eric Powell) The Goon and his best pal Franky don't take too kindly to having a Zombie Priest and his undead cronies putting the snatch on their old pal the Buzzard, even if the Buzzard's a creepy old goat with a mug like a pot of Mulligan stew. \$2.99

Lone 6 (Stuart Moore & Alberto Ponticelli) Welcome aboard the Wasteland Express. Sit near the back and keep an eye on your wallet. \$2.99

Star Wars: Republic 62 (John Ostrander & Tomas Giorello) Escaping from Ventress Asajj's fortress, Obi-Wan Kenobi and the clone trooper Alpha are pursued by Separatists and bounty hunters. \$2.99

DC Comics

Adventures of Superman 625 (*Godfall* 2 of 6; various) Kal-El's powers begin to emerge as he faces a new threat on Krypton. \$2.25

Batman Adventures 11 (Ty Templeton + Dan Slott & Rick Burchett + Terry Beatty) Riddler is reformed—but he still can't stop planting riddles, forcing Batman to put him to good use! \$2.25

Batman: Gotham Knights 50 (A.J. Lieberman & Al Barrionuevo + Francis Portela) Hush resurfaces, prepared to put his next plan for revenge on Batman into motion. But who is Hush, and what is the real nature of his relationship with the Riddler? 40pg. \$2.75

one-shot Batman: Hooli of Strangers (Scott Morse & Morse) Batman's presence permeates this tale of a recently retired, convalescing Jim Gordon, as he takes a trip to the shore for some much-deserved rest and relaxation. 64pg. \$5.95

one-shot Bionicle (Greg Farshtey & Carlos D'Anda; *WildStorm*) Collecting all 15 issues of the series. Follow the Toa as they search for the Masks of Power in an attempt to beat Makuta. Will their newfound powers help them fight off the swarms of the Bohrok? 208pg. \$12.95

Birds of Prey 64 (Gail Simone & Ed Benes + Alex Lei) Oracle is inexplicably missing, her data systems are corrupted, and Dinah stumbles upon a real-world evil involving Cheshire. \$2.50

Illuminations



Highlights from February's releases

Selected by Martin "Biff" Auer

Recently we finally had a 25 cent comic promotion that seemed to work. There is a 'buzz about town' for the upcoming release by Dark Horse of **Conan** #1, based largely on the quality of their promotional oneshot which has allowed sufficient time for retailers to do their stuff and get the comic to the customer base. The previews of the Cary Nord art look superb and engender the mythic feel that Conan has for a lot of readers. With Kurt Busiek on scripts, a man whose knowledge of comics history is almost unparalleled, the Conan mythos is in safe hands. A suitable replacement for the esteemed Roy Thomas who, with Barry Windsor-Smith on art, set the ball rolling back in 1970.

Sales Potential: 4/5 Quality: 5/5

Things are quiet over at DC where only the new direction on the Superman titles grabs my retailer interest. After the events of **Superman** #200, Kal-El takes up his new life on Krypton? The six-issue *Godfall* storyline that starts in **Action** #812 and runs through the three Superman titles is masterminded by regular scribe Joe Kelly and Michael Turner with art by Talent Caldwell. While Superman faces new dangers on Krypton, each issue has a back up story about how life on Earth copes with his absence. I have always had a fondness for short well-written back-up stories, something that used to be a DC forte. To summarise we have great writing, lush art and back-up stories by great guest creative teams. Will the public go for it? A bit of a long shot, Superman has been in the doldrums for years, but I give it the thumbs up.

Sales Potential: 3/5 Quality: 5/5

For 40 years Marvel's flagship title **The Fantastic Four** has been just one solitary series, not the wide range of titles that have sprung up around Spider-Man and the X-Men. There was of course the 1974-1983 Thing series, **Marvel Two-in-One**, which—once the team up formula became boring—metamorphosed into **The Thing**, and only lasted another three years, 1983 to 1986. Now hot on the heels of the launch of **Ultimate Fantastic Four**, a comic with true potential and a creative team of pedigree, comes a *Marvel Knights* Fantastic Four series. Unfortunately this new creative crew shows no pedigree and with little pre-launch information from Marvel fills me with no confidence to invest time and money in the title. I expect an initial surge of interest tailing away fast. Sales Potential: 4/5 Quality: 5/5

The Marvel title to really get me excited is **Secret War** Book One (of 5). This has quality stamped all over it: painted art by Gabriele Dell'otto and written by Brian M. Bendis, a man at the top of his career. This is another *Ultimate* mini-series in all but name and after the success of **Ultimate War** and **Ultimate Six** I have no hesitation in expecting this to be as big if not bigger. The plot involves Nick Fury putting together a team of Marvel's most misunderstood heroes for a secret mission to do what the US government could never do. This leads to a superpowered blowout between a who's who of N.Y.C. heroes and mutants. The fan in me goes 'wow'. Sales Potential: 5/5 Quality: 5/5

To cap off Marvel's Brian M. Bendis month it is launching **Pulse** #1. This new BMB series follows on from the sadly missed **Alias** title, continuing the career of Jessica Jones as she joins forces with Ben Urich and Kat Farrell, working for the Daily Bugle to dig the dirt, sorry, carry out investigative journalism on any and all super heroes, especially those that J. Jonah Jameson hates. This will be a sleeper hit, just like **Alias**, coming in with lowish sales to begin with, then building to a strong readership as word spreads. Check it out, I will. Sales Potential: 4/5 Quality: 5/5

With 22 years of comic retail experience as *Ace Comics*, Biff also produced his *Illuminations* monthly fanzine for 19 years before moving it to the web.

Coup D'Etat – Wildstorm Version 3.0 (Joe Casey & Ale Garza and Trevor Scott; WildStorm) The inter-dimensional victims of Tao's scheme launch a surgical strike on a major metropolitan centre. In a bloody counterattack, the Authority fight back, but will it be enough? \$2.95

DC: The New Frontier 2 (Darwyn Cooke) It's the birth of a whole new breed of superhero as the careers of the Flash, the Challengers of the Unknown, Black Canary, Martian Manhunter, and the future Green Lantern begin their dazzling ascent. 64pg \$6.95

Human Target 7 (Which Way the Wind Blows 1 of 3; Peter Milligan & Cliff Chiang; Vertigo) Someone's killing off former 70s activists for forgetting their politics. But in a mystery filled with former allegiances and regretted radicalism, where does Christopher Chance – a man looking for his own identity – fit in? \$2.95

iCandy 6 (Dan Abnett & Andy Lanning & Kalman Andrasofszky & Udon Studios) Trapped in the IFX headquarters building, Candy and Matt fight for their lives against the bitmaps and find an unlikely ally in Korben. But will Candy be forced to make the ultimate sacrifice to save her brother's life? \$2.50

Kamikaze 5 (Olallo Rubio & Francisco Herrera & Carlos Cuevas; WildStorm) Andy and Zion race each other in a snowboarding competition – with a surprising result. \$2.95

Lucifer 47 (Stitchglass Slide 2 of 4; Mike Carey & Peter Gross & Ryan Kelly; Vertigo) All assorted immortals are being asked to leave by the Morningstar, and when the devil's asking, there's no debate. \$2.50

Outsiders 9 (Judd Winick & Tom Raney & Sean Parsons) The Outsiders get their collective butt kicked by the all-new, powerful Sabbac. Can the extra muscle of Black Lightning and the Huntress help? \$2.50

The Powerpuff Girls 47 (Robbie Busch & Ricardo Garcia-Fuentes & Mike DeCarlo) It's an all-Gangreen Gang issue, as the baddest green boys in Townsville run a nasty prank-playing contest and make sour pickle Popsicles. \$2.25

Robin 123 (Bill Willingham & Francisco Rodriguez de la Fuente & Aaron Sowd) Robin and Spoiler track a trail of corpses across Gotham City, all left in the wake of one-time mobster Johnny Warren. \$2.25

Rose & Thorn 3 (Gail Simone & Adriana Melo & Dan Green) Rhosyn's ideal life in the outside world shapes up to be everything she dreamed, until the crime cartel The 100 comes knocking on her door. \$2.95

Superman/Batman 7 (Jeph Loeb & Pat Lee) Robin and Superboy deal with the recent shocking revelations about Superboy's true origins. Will they let their mentors know? \$2.95

Superman: Secret Identity 2 (Kurt Busiek & Stuart Immonen) Clark arrives in the big city to pursue his writing career – but his amazing abilities and fantastic feats attract the attention of government agents convinced he may be an American weapon of mass destruction! 48pg \$5.95

Wonder Woman 201 (Greg Rucka & Shane Davis & Ray Snyder) In the aftermath of the Down to Earth storyline, what new mission must Diana undertake for her people? The answer will have major implications for the DC Universe. \$2.25

new Wonder Woman: Gods and Mortals (various; tpbk) Collecting Wonder Woman #1-7, featuring the young Amazon's origin and her introduction to Man's World. Before

she has a chance to fully assimilate into her new home, Wonder Woman must battle the chaos of the Greek god Ares, as he plans to bring upon World War III! 192pg \$19.95

Marvel

Captain Marvel 20 (Peter David & Aaron Lopresti) In trying to head off the horrible fate awaiting Marlo, Marv begins an odyssey into the future, where he immediately discovers he's the only being in the universe capable of saving the Earth from a conquering, power-hungry alliance of the Kree, Skrull and Shi'ar! \$2.99

Daredevil 57 (Brian Michael Bendis & Alex Maleev; Marvel Knights) Now entrenched as the Kingpin of Hell's Kitchen, DD faces new dangers from foes who want his new-found power for themselves. \$2.99

Elektra 33 (Fever 2 of 3; Robert Rodi & Steve Cummings; Marvel Knights) Elektra's next assignment was supposed to be a walk on the beach – literally – taking out a Russian mobster in Brighton Beach. But something has shaken Elektra up, turning this easy hit into a life and death struggle. \$2.99

Exiles 43 (Blink in Time 1 of 3; Chuck Austen & James Calafiore) The triumphant return of Blink! \$2.99

Fantastic Four 510 (Hereafter 2 of 3; Mark Waid & Mike Wieringo) Having embarked on the ultimate journey, Reed Richards and the rest of the Fantastic Three must contend with the defences of the afterlife – and storm the gates of Heaven itself. \$2.25

Hawkeye 5 (The High, Hard Shaft 5 of 6; Fabian Nicieza & Stefan Raffaele) A temple in Laos protected by 100 Archers. A 30-year-old secret uncovered. A multi-billion dollar payday revealed. The fate of modern civilisation as we know it depends on Clint Barton. \$2.99

Marvel Masterworks: The Amazing Spider-Man Vol 5 (Stan Lee & John Romita Sr) Spider-Man's earliest adventures continue, with appearances by the Rhino, the Lizard, the Shocker, Kraven the Hunter and the Vulture. Collects Amazing Spider-Man Vol 1 #41-50 and Annual 3. 240pg \$49.99

Namor 12 (Andi Watson and Bill Jemas

& Joe Bennett) Is this the end of Atlantis? Will Namor lose his lady love Sandy, as well as his rightful place as heir to the throne? \$2.99

New Mutants 11 (The Ties That Bind 5 of 6; Christina Weir & Nunzio DeFilippis & Carlo Barberi) The mansion and its new young residents get a shake-up when a member of the original New Mutants team comes home. \$2.99

New X-Men 153 (Here Comes Tomorrow 3 of 4; Grant Morrison & Marc Silvestri) Xavier's dream stays alive as the X-Men of tomorrow make final preparations for a final showdown with the Beast? \$2.25

New X-Men Vol 6: Planet X (Grant Morrison & Phil Jimenez; tpbk) The X-Men thought he was dead. But the team's greatest adversary Magneto was simply in hiding, waiting in secret deep cover to make a move against the team that has thwarted his ambitions again and again. But here's the rub: where he was hiding will shatter the lives of everyone at Xavier's Mansion, if they even survive his latest attack. Collects New X-Men 146-150. 136pg \$12.99

new The Pulse 1 (Brian Michael Bendis & Mark Bagley) The Daily Bugle has never been a friend of the super heroes of NYC, but with profits down and the newspaper's survival on the line, J. Jonah Jameson turns the heat up a notch. \$2.99

Runaways 12 (Lost & Found 2 of 2; Brian K. Vaughan & Takeshi Miyazawa; Tsunami) Marvel's original teen runaway crime-fighters Cloak and Dagger making their first major appearance in years. \$2.99

one-shot Trouble (Mark Millar & Terry Dodson; Epic) This is the story of four teenagers – May, Ben, Mary and Richard – who spend a summer full of romance and high jinx, and then face consequences they never expected and will never forget. Collects Trouble #1-5. 128pg \$13.99

Uncanny X-Men 440 (She Lies with Angels 4 of 5; Chuck Austen & Salvador Larroca) The X-Men find themselves caught between an ages-old family feud, with two young lovers – one human and one mutant – trapped on either side. \$2.25

Wolverine 11 (Greg Rucka & Leandro Fernandez) Logan has gone south of the

border in search of the mysterious drug lord responsible for the death of 19 men, women and children who died in the back of an 18-wheeler. \$2.25

Wolverine/Captain America 3 (of 4; R.A. Jones & Tom Derenick) A highly coveted piece of alien Shi'Ar technology en route from the X-Men's headquarters to Avengers Mansion gets intercepted. \$2.99

ON SALE FROM

FEB 25

Dark Horse

Chosen 3 (Mark Millar & Peter Gross) Jodie Christianson's hometown is ripped apart as news that the returned Christ is a child living amongst them. \$2.99

Fused: Think Like a Machine 3 (Steve Niles & Josh Medors & Peter Repovski) A scientifically enhanced caveman is on the loose and wreaking havoc at Garner Air Force Base, former home of scientist-turned-Cy-Bot Mark Haggerty. \$2.99

Go Boy 7 #7 (Brian Augustyn & Jon Sommariva & Kris Justice) While the Cultist's annihilistic giga-technology threatens civilisation by attacking the nation's power grid, the anarchic android is in turn marked for death by the anti-terrorist hero, BioAgent. \$2.99

Super Manga Blast! 40 (various) Akira makes a startling, uncharacteristic move towards a schoolmate and Shiina continues to cope with family drama, government intrigue, and a growing, malicious group of dragon bearers bent on world chaos. 128pg b&w \$5.99

Ultraman Tiga 7 (Tony Wong & Khoo Fuk Lung) Even under the protection of the Ultraman called Tiga, the Earth can barely sustain itself against the perpetual pounding of one monstrous menace after another. 40pg \$3.99

Usagi Yojimbo 73 (Stan Sakai) After a bittersweet victory against the Neko Ninja last issue, wandering ronin Usagi and his young companion, Jotaro, continue their travels to Kitanaji Temple, where they plan to part. 24pg b&w \$2.99

DC Comics

one-shot Arkham Asylum: Living Hell (Dan Slott & Ryan Sook & Wade Von Grawbadger; tpbk) See Close-Up, below.

Batgirl 49 (Dylan Horrocks & Rick Leonardi & Jesse Delperdang) Batman has forbidden Cassandra from being Batgirl. But a newer, deadlier form of the drug called Soul has been released on the streets of Gotham, and Batgirl has managed to trace the drug to the metahuman gang, The Lost Girls – only to find an even deadlier villain pulling their strings. \$2.50

Batman 624 (Broken City 5 of 6; Brian Azzarello & Eduardo Risso) As Batman continues his search for Angel Lupo, he must ally himself with some unlikely partners, namely, the denizens of Gotham's underworld. \$2.25

Caper 5 (Judd Winick & John Severin) The year is 1976, the city is Hollywood, and the charge is murder. Ann Weiss is legal counsel to some of Tinseltown's most beautiful and worst-behaved people. In trying to help her friends, Ann is about to see a side of Hollywood that she never knew existed – a side that may destroy her and her family. \$2.95

Cartoon Cartoons 27 (various) Dexter's supereereal turns Dee-Dee into a superspaz. Cow and Chicken get into big trouble at the library. And Johnny Bravo tries to fit into his hot pants. \$2.25

Catwoman 28 (Ed Brubaker & Paul Gulacy & Jimmy Palmiotti) Selina squares off with the Penguin in her hunt for the mysterious villain who's dogging her steps. But will she get the information she seeks? \$2.25

one-shot Coup D'Etat – The Authority (Robbie Morrison & Whilce Portacio; WildStorm) With evidence of the United States' culpability in the inter-dimensional incident, the Authority comes to one conclusion: For good or bad, it's time they took control. ... \$2.95

The Flash 207 (Geoff Johns & Howard Porter & Livesay) Once again in the public eye – but with his secret identity still unknown – The Flash is confronted by Kid Flash and Jay Garrick. ... \$2.25

Green Lantern 174 (Ben Raab & James Bosch & Rodney Ramos) Green Lantern's cover is blown and he must fight for his life against the Black Circle. \$2.25

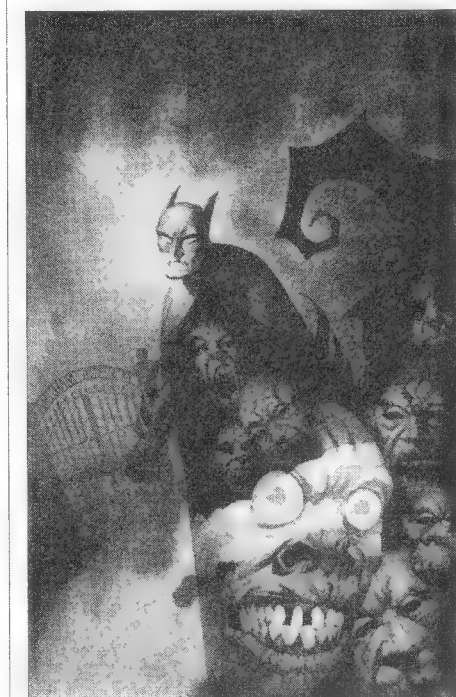
Hawkman: Enemies & Allies (Geoff Johns & James Robinson & various; tpbk) Collecting Hawkman #7-12. Hawkman has returned, and he's been slowly revisiting elements of his previous life. 192pg \$14.95

Hellblazer 192 (Staring at the Wall 5 of 5; Mike Carey & Marcelo Frusin; Vertigo) The pathetic remnants of John Constantine's makeshift strike team run a desperate double bluff against the beast that is devouring the collective soul of humankind. \$2.75

JLA 93 (Dennis O'Neil & Tan Eng Huat) The JLA races to prevent its once-friendly extraterrestrial visitor from destroying our planet. \$2.25

The Legion 30 (Dan Abnett & Andy Lanning & various) In the final bloody battle with Darkseid, the Legion faces annihilation as evils from two ends of time strike. \$2.50

new The Light Brigade 1 (Peter Tomasi & Peter Snejbjerg) Heaven is at war in this 4-issue Prestige Format mini-series – and Earth is the battleground. Set during World War II, The Light Brigade focuses on Chris Stavros, an American soldier in Germany struggling to get home to care



close-up

Arkham Asylum: Living Hell

DC Comics

Writer: Dan Slott

Artists: Ryan Sook & Wade Von Grawbadger

Collecting the miniseries. Warren White, one of Gotham's most successful financiers, thought he could beat his jail rap by pleading insanity. Now he's finding out why you don't cop an insanity plea in Gotham! Includes appearances by many favourites, including Batman, The Joker, Two-Face and The Riddler 144pg \$12.95

ON SALE FEBRUARY 18

for his son. But in the midst of battle, heavenly warriors emerge from the skies — and Stavros' platoon is given a task: to recover the lost Sword of God before a troop of arcane, unkillable German soldiers find it and storm Heaven's Gate. 48pg \$5.95

The Losers 9 (Island Life 1 of 4; Andy Diggle & Jock; Vertigo) The rogue Special Forces unit known as the Losers heads to the Caribbean in search of the final piece of the puzzle that will blow the lid off the CIA's un-American activities. \$2.95

Midnight, Mass: Here There Be Monsters 2 (John Rozum & Paul Lee; Vertigo) A dying creature breaks ranks with its terrifying leader Magellan, bringing a warning that shakes Julia Kadmon to her core and could cause a rift between Adam Kadmon and a beloved member of his legendary family. \$2.95

Planetary 19 (Warren Ellis & John Cassaday; WildStorm) An immense object drifting into the solar system ought to be a source of delight for the mystery archaeologists of Planetary — but Elijah Snow knows it will drive the unseen member of the Four, Jacob Greene, out of hiding. \$2.95

Reign of the Zodiac 7 (Keith Giffen & Mitch Byrd + Robin Riggs) Battles and truces come and go — but for the lowly soldiers in the foul trenches of Eidolon's eternal wars, nothing ever changes. \$2.75

Superman 202 (Godfall 3 of 6; various) Kal-El becomes a fugitive as his powers have made him a menace on Krypton. \$2.25

one-shot Superman: Return to Krypton (various; tpbk) Collecting Superman #166, #167 and #184, Action Comics #776 and #793, Adventures of Superman #589 and #606, and Superman: Man of Steel #111 and #128. 208pg \$17.95

Teen Titans Go! 4 (J. Torres & John McCrea + James Hodgkins) Robin and Starfire go on a date. Can they block all of the distractions, including some meddling team-mates? \$2.25

Wildcats Version 3.0: Full Disclosure (Joe Casey & Dustin Nguyen + Richard Friend; WildStorm; tpbk) Collects issues 7-12 of the series. The corporate intrigue of Jack Marlowe's machinations to place the ever-growing Halo Corporation at the forefront of global culture continue as a handicapped Cole Cash drafts accountant Edwin Dolby as his immediate gun-toting successor. 160pg \$14.95

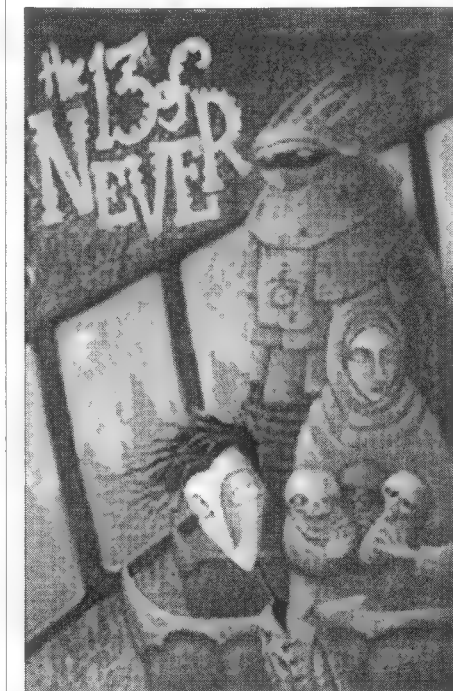
Marvel

4 #2 (Roberto Aguirre-Sacasa & Steve McNiven) Comics' first family face their most personal and unpredictable crisis yet. \$2.99

Amazing Spider-Man 504 (Chasing a Dark Shadow 2 of 2; Fiona Avery + J. Michael Straczynski & John Romita Jr.) In the aftermath of the inter-dimensional rift caused by Spider-Man and Doctor Strange's battle with Dormammu, a sorceress of limitless power is set free from years of captivity. \$2.25

Ant-Man 3 (of 5; Daniel Way & Clayton Crain; Max Comics) When Hank Pym — aka Ant-Man — is tapped by US Intelligence to infiltrate an international spy ring that has been siphoning secrets out of Washington, the diminutive hero jumps at the chance — unaware that he's being used as a pawn in a larger game of espionage. \$2.99

Avengers 79 (Lionheart of Avalon 3 of 5; Chuck Austen & Sean Chen) In the wake of a tragedy involving their showdown with the Wrecking Crew,



tempers fray and an Avenger considers crossing a line heroes should never cross — and pays the price! \$2.25

Hulk: Gray 6 (of 6; Jeph Loeb & Tim Sale) Can the Hulk escape the army and still keep the love of Betty Banner? \$3.50

Hulk: Nightmerica 6 (of 6; Robin Laws & Brian Ashmore) Revelations abound as the terrible genetic secrets of the Nightmerica experiments are finally revealed. \$2.99

Human Torch 10 (Karl Kesel & Skottie Young; Tsunami) As the final secrets of the radical Locust Project are revealed, Johnny must save hundreds of innocent lives — and find a way to undo the changes caused by the insidious project. \$2.95

Inhumans 11 (No Matter the Cost 3 of 4; Sean McKeever & Dave Ross) It's a race against time as the Inhumans attempt to save one of their own. But when they learn the truth about why their fellow Inhuman is in peril, will it make them reconsider their mission? \$2.99

Marvel Masterworks: Daredevil Vol 2 (Stan Lee & John Romita Sr. + Jack Kirby) Daredevil journeys to the Savage Land to learn the secret of Ka-Zar, battles side-by-side with Spider-Man against the Masked Marauder, and must face the Ox, the Gladiator and the Owl. Collects Daredevil Vol 1 #12-21. 224pg \$49.99

Mystique 11 (Marker's Mark 1 of 2; Brian K. Vaughan & Manuel Garcia; Tsunami) Mystique's a shape-shifting superspy that can change literally change her skin. Forge is the mutant inventor who's got under her skin. Learn more about their past and present relationship as and find out how the Maker left his mark. \$2.99

Silver Surfer 6 (Stacy Weiss + Dan Chariton & Lan Medina) The Surfer seeks wisdom beyond the boundaries of space and time, and makes a decision that will transform Denise Waters' life. \$2.25

Spectacular Spider-Man 10 (Paul Jenkins & Humberto Ramos) Will the wall-crawler be forced to disclose his true identity in order to preserve world peace? \$2.25

Spider-Man/Doctor Octopus: Out of Reach 4 (of 5; Colin Mitchell & Derec Aucoin) Will Spider-Man be able to save the young inventor Brigham Fontaine, or will Spidey and Doc Ock need saving from him? \$2.99

Ultimate Fantastic Four 3 (Brian Michael Bendis + Mark Millar & Adam Kubert) Reed Richards' revolutionary scientific experiment has gone terribly wrong, and he, Sue & Johnny Storm, Ben Grimm and another rival schoolmate are changed forever, along with the entire world! \$2.25

Ultimate Six #7 (of 7; Brian Michael Bendis & Trevor Hairsine) The Green Goblin is one of the last ones standing after the terrible battle between the Ultimates and the Ultimate Six on the White House lawn. \$2.25

Venom 11 (Patterns 1 of 3; Daniel Way & Francisco Herrera; Tsunami) Certain questions have arisen since Venom's mysterious appearance at the Radar Station in Northern Canada. How about this for starters: How did he get there? To follow up: Where's Eddie Brock? And finally, what turned this one-time Lethal Protector into a bloodthirsty homicidal maniac? \$2.99

Weapon X 20 (Countdown to Zero 2 of 3; Frank Tieri & Jeff Johnson) Agent Zero makes his final stand against the former Weapon X agent known as Maverick. \$2.99

Wolverine/Captain America 4 (of 4; R.A. Jones & Tom Derenick) When a highly coveted piece of alien Shi'Ar technology en route from the X-Men's headquarters to Avengers Mansion gets intercepted by a rogue group of ex-SHIELD super agents, both teams send their best chance to get it back into the field! \$2.99

X-Statix 19 (The Cure 1 of 2; Peter Milligan & Mike Allred) One of Professor X's assistants just might have discovered the cure for Myles Allred's condition. \$2.99

X-Treme X-Men 43 (Bogan 4 of 5; Chris Claremont & Igor Kordey) The X-Men take one step closer to discovering the true identity of the mysterious telepath haunting their lives. \$2.99

X-Treme X-Men Vol 7: Storm — The Arena (Chris Claremont & Igor Kordey; tpbk) Ororo Munroe, the weather-wielding mutant goddess, ventures into a faraway realm and makes startling discoveries about herself when she's forced to endure brutal combat in a fight-or-die gladiator ring. Collects X-Treme X-Men #36-39. 152pg \$16.99

close-up

The 13th of Never

Amaze Ink/
Slave Labor Graphics

Writer/Artist: Crab Scrambly

From the artist who illustrated *Everything Can Be Beaten* comes the miserable adventure of unlucky Zazil. While travelling through fantastical worlds to escape the creatures known as the Charnocks, Zazil discovers that his unfortunate luck follows him, whichever plane of existence he ends up in. 72pg b&w \$7.95

ON SALE FEBRUARY

RELEASED AND ON SALE IN FEBRUARY

Aardvark Vanaheim

Cerebus 299 (Later Days 34 of 35; Dave Sim & Gerhard) So, is it any surprise Cerebus died before the end of his contractual obligations? Well, some would say. 24pg b&w \$2.25

Amaze Ink/ Slave Labor

one-shot The 13th of Never (Crab Scrambly) See Close-Up, above.

new Absent Friends 1 (Phil Elliott & Paul Grist) Selection of short stories portraying poignant and reflective moods. 48pg b&w \$3.50

The Babysitter 3 (Andy Ristaino) Setsuko, with the help of her new friends the Weirdoes, attempts to navigate her way through a maze of violence and conflict. b&w \$3.50

Eventful Vol 1: Lay me Down (Pete Stathis; tpbk) Torn apart by the loss of her mother to cancer, Phoebe Shankar breaks with reality and falls into a perilous fantasy world. 104pg b&w \$9.95

Outlook Grim 4 (Black Olive) Wren's gaggle of ghosts take haunting to a new disturbing level. Mature readers. 24pg b&w \$2.95

new Pirate Club 1 (Derek Hunter) The Pirate Club, a small group of elementary school kids, are ready to embark on the journey of their lives as the lie, cheat and steal their way to find a freedom only the open sea can offer. 24pg b&w \$2.95

Antarctic Press one-shot The Alamo (Rod Espinosa) Witness

a pivotal moment in Texas history, when a collection of heroes defended the Alamo against General Santa Anna and his Mexican army. 48pg \$4.95

Assembly 4 (of 4; Sherard Jackson) Shon is thrown into battle for the first time. At the controls of a huge, robotic engine of death, she participates in the cruel visceral pursuit of war, and will never be the same afterwards. b&w \$3.50

new Battle Girlz Pocket Manga Vol 1 (Rod Espinosa; tpbk) The team of Supreme Heroines has been gathered together by a legendary goddess to live in her strange mansion and fight evil across the universe. 160pg b&w \$9.99

Dragon Arms: Chaos Blade 2 (David Hutchinson) Eon's search for the key to ultimate power begins in the heart of a Dragon. b&w \$2.99

Legends from Darkwood 3 (of 4; Christopher Reid & John Kantz) Rose has succeeded: The unicorn hunter Raynd has been defeated, but the forests are more dangerous than ever. 40pg b&w \$3.50

Luftwaffe: 1946 #16 (Ted Nomura & various) All-new story of Hitler's secret base in Antarctica, plus a new *Tigers of the Terra* back-up story. 48pg b&w \$5.95

Neotopia 3.1 (Rod Espinosa) Things go from bad to worse when Nalyn and her crew are betrayed by the forest dwellers to the armies of Follower. \$2.99

Ninja High School 114 (Katie Bair) When every single girl at Wunan High becomes the love slave of the new principal, it's clear that he is no ordinary man, but a reincarnated ancient spirit. b&w \$3.50

new Quagmire USA 1 (Ben Dunn) Nine years after NHS #100, Bento Katana wants to be King of all Ninjas, so he sets out to find the Red Ninja. b&w \$2.99

Screaming Angels 2 (of 3; Ted Nomura) Jennifer is beginning to discover that being the commander of an all-female squadron is no easy task. b&w \$3.50

new Shoujo Pocket Manga 1 (various) Heart-wrenchingly poignant romance combined with action. b&w \$9.99

Archie Comics

Archie 546 (Craig Boldman & Stan Goldberg) Archie and Reggie have time on their hands — 15 minutes a pop, in fact — when they take Veronica on a date in alternating shifts. \$2.19

Archie & Friends 81 (Bill Golliher & Dan Parent) Dilton scores so high on a state test that he's awarded the opportunity to skip from Junior year straight to college! \$2.19

Archie's Double Digest 150 (George Gladir & Fernando Ruiz) Celebrate the 150th anniversary issue of Archie's Double Digest with this tale depicting how Archie Comic stories practically write themselves. \$3.29

Betty 136 (Barbara Slate & Stan Goldberg) Betty and her friends compete in a cow sculpture painting contest for the school fair. Can they milk their creativity for all its worth? \$2.19

Betty & Veronica 198 (Craig Boldman & Jeff Shultz) When it comes to setting trends, Veronica usually thinks out of the box — but this time she's wearing the box! \$2.19

Betty & Veronica Spectacular 65 (Dan Parent) When Betty, Veronica and Cheryl try out for a television dance show and fight over Archie as their dance partner, the producers think they have a new reality TV hit on their hands. \$2.19

Sabrina the Teenage Witch 56 (Bill Golliher & Holly Golightly) Sabrina and

her family are summoned to spend the night in the ancestral family castle! Before the night is over, one of them might kick the cauldron! \$2.19

Sonic The Hedgehog 133 (Karl Bollers & Steven Butler + Jim Amash) Sonic's family and friends thought he was dead but now he's back—and in the fight of his life with Robotnik's mysterious henchman, uh, woman, Mecha! \$2.19

Veronica 150 (Dan Parent) Veronica's parents give her the perfect birthday gift: the chance to travel anywhere in the world for her birthday party! Will Veronica scout the perfect location in time, and could it be closer than she thinks? \$2.19

Avatar Press

one-shot Warren Ellis' Scars (Warren Ellis; tpbk) Collects the six-issue crime opus. John Cain has been working Homicide long enough to get hard to pretty much anything; even wrenching personal loss. Today, it all gets too much. Mature readers. 160pg b&w ... \$17.99

Stargate SG-1: POW 2 (of 3; James Anthony & Renato Guedes) Join Jack O'Neill, Teal'c, Samantha Carter, and Daniel Jackson as they take the greatest sci-fi show on television into the world of comics. \$3.50

Frank Miller's Robocop 8 (of 9; Frank Miller & Juan Jose Ryp) Robocop is on his last legs, beat up, torn down, and damaged. But now he has to leap into his greatest fight yet and a far more sinister person takes over the indestructible Robocop 2, with plans of finishing off Robo once and for all! Mature readers. \$3.50

Mark Millar's The Unfunnies 3 (of 4; Mark Millar & Anthony Williams) Poor Pussywhisker gets diagnosed with testicular cancer. The trouble is, Pussywhisker's wife wants a big family and if he can't deliver the goods he has to trawl bars and find guys with more potent sperm than he's got. Yoikes! Mature readers. \$3.50

Steven Grant's My Flesh Is Cool 3 (of 3; Steven Grant & Sebastian Fiumara) Evan Knox is being hunted by someone who will stop at nothing to get his secret. Only Evan understands the revelation could spell the end of civilisation. Mature readers. b&w \$3.50

Bongo Comics

Bart Simpson 16 (Boothby & Ortiz) Bart, Milhouse and Ralph venture into unknown territory—a crosstown Kwik-E-Mart—to seek out the Squishee of Death. \$2.99

Simpsons Comics 91 (Boothby & Ortiz) A disaster at the Nuclear power plant makes Springfield uninhabitable, with the exception of Burns Manor, which rests high above the poisonous mushroom cloud. \$2.99

one-shot The Simpsons Comics Belly Buster (Matt Groening & Bill Munro; tpbk) Collects Simpsons Comics #49, #51, and #53-56. \$14.95

Claypool

Deadbeats 64 (Richard Howell & Ricardo Villagran) Kirby Collier finds himself adrift in a sea of familiar faces—horrible counterparts of his closest friends and relatives. b&w \$2.50

Elvira 130 (Hetherington & Smith + Austin) Someone's kidnapped an animated kids' TV show host, and Elvira's got the blue chasing the clues. b&w \$2.50

CrossGen

Abadazad 3 (J.M. DeMatteis & Mike Ploog) It's the stupid vs. the inept as the Lanky Man's Rocket Heads bombard the City of Inconceivable and the Knights of Abadazad. \$2.95

Brath 13 (Chuck Dixon & Andrea Di Vito) They betrayed her husband, burned her home and kidnapped her son. Now, pushed too far, Tani exacts revenge. \$2.95

new Brian Pulido's Lady Death: The Wild Hunt 1 (Brian Pulido & Jim Cheung) The Eldritch rule Europe! Deadly magic craters pock the landscape. In a last ditch effort to save humanity, Lady Death—strengthened by new armour—leads the underground resistance! \$2.95

El Cazador 5 (Chuck Dixon & Steve Epling) Where is Blackjack Tom? What is the villainous rogue's connection to the fabled island of treasure known as Serpenthead Cay? \$2.95

Kiss Kiss, Bang Bang 2 (Tony Bedard & Mike Perkins) The sexy '60s spy series continues. Who is Lazarus Bale, and what is his connection to the international crime cartel known only as AXIS? \$2.95

Mystic Vol 6: The Mathemagician (Tony Bedard & Aaron Lopresti) What is the Geometer Guild—and how can Giselle defeat a foe powered by cold, hard mathematics? Collects Mystic #33-38. 160pg \$15.95

Negation 27 (Tony Bedard & Paul Pelletier) Obregon Kaine learns a huge secret that blows the lid off the Sigil-Bearer versus Negation Empire conflict. \$2.95

Route 666 #21 (Tony Bedard & Karl Moline) The Cold War gets hellishly hot when the demonic forces of Perdition overrun the communist state of Rodinia. \$2.95

Route 666 Traveler Vol 1: Highway To Horror (Tony Bedard & Karl Moline) Meet Cassie Starkweather, psychic hero, or psycho killer. Collects Route 666 #1-6. 160pg \$9.95

Sojourn 32 (Ian Edginton & Greg Land) In the snowy wastes of Skarnhime, can Arwyn, Gareth and Cassidy defeat an ancient, bloodthirsty evil that preys on man and troll alike? \$2.95

Sojourn Vol 5: The Sorcerer's Tale (Ian Edginton & Greg Land) From

the burning desert sands to the wild ocean seas, our trio journeys around the fantastic Five Lands. Collects Sojourn #25-30. 160pg \$15.95

Way of the Rat 22 (Chuck Dixon & Luke Ross) With Boon trapped in the endless treasure cave with a man-eating monster, only the Po Po can escape to save the day. \$2.95

Dreamwave

new Devil May Cry 1 (Brad Mick & Pat Lee) Trish gets the lowdown on the enigmatic Dante, as we watch the half demon/half human gun-for-hire do what he does best. Variant covers. 40pg \$3.95

Duel Masters 4 (Brian Augustyn & Jeremy Tjongson) It's a duel to the finish as Shobu faces the greatest challenge of his life. \$2.95

Teenage Mutant Ninja Turtles 9 (Peter David & LeSean + Erik Sander) Despite Donatello's electronic damage, T4 escapes, finding refuge with an uninformed April O'Neil. \$2.95

Transformers: Energon 20 (Simon Furman & Guido Guidi) Scorponok wants the planet stripped down, sucked dry and spat out. He has no time for subtlety. \$2.95

Transformers: Generation One 2 (Brad Mick & Don Figueroa) Jazz, Bumblebee and the other Earthbound autobots get an assist of sorts when Sunstorm arrives to help them battle with the merciless Bruticus. \$2.95

one-shot Transformers: Generation One War & Peace (Brad Mick & Pat Lee) Collects the miniseries, plus a cover gallery, interviews with the creative team and other extras. 176pg .. \$17.95

Transformers: The War Within: The Dark Ages 5 (Simon Furman & Guido Guidi) Within Cybertron, The Fallen's net draws tighter around captives Hotspot, Grimlock and Jetfire. \$2.95

Fantagraphics

Comics Journal 259 (various) Presents a year-in-review issue, boasting a section dedicated to young cartoonists, including interviews and profiles. Mature readers. 128pg \$6.95

one-shot The Pain: When will it End? (Tim Kreider; tpbk) The version of the human condition presented here is best illustrated by a man distracted from the vast starship hovering over his city by the glimpse of a pretty girl. Mature readers. 144pg b&w \$14.95

Schizo 4 (Ivan Brunetti) Brunetti taps into his academic side, with biographies of Mondrian, Kierkegaard, Satie, Thurby, Hardy, Brooks and Huysmans. Mature readers. \$9.95

Image Comics

Age of Bronze 19 (Eric Shanower) The High King's daughter is led to the slaughter. Can Achilles rescue her in time? Will her father relent? Or will innocent blood be shed at the insistence of the gods? 24pg b&w \$3.50

new Alternation 1 (F.G. Haghenbeck & Carlos Barberi) It's the 19th Century, and an extremely strange astronomic-time phenomenon has created an alternate timeline in which every era of Earth's history is combined into a single reality. \$2.95

new Big Bang Comics: Round Table of America 1 (Gary Carlson & Don Thomas + James Hargett) When disaster strikes, America's greatest heroes—Ultiman, Knight Watchman, Thunder Girl, Blitz and the Beacon—join forces to keep the country and the world safe. b&w \$2.95

Case Files: Sam & Twitch 10 (Mark Andreyko & Paul Lee) The creepy secrets of the powerful Halloran family keep piling up—and so do the bodies of anyone who crosses this political dynasty. b&w \$2.50

one-shot Cloudfall: Loose Ends (Robert Kirkman & E.J. Su) See Close-Up, below.

Common Grounds 2 (Troy Hickman & Dan Jurgens + Ethan Van Scriver; Top Cow) Artist Dan Jurgens follows a superhero sidekick on a quest for his long-lost mentor, while in the back-up story Ethan Van Scriver draws the tale of a Common Grounds waitress who needs superpowers—and needs them now. \$2.99

Darkness 8 (Paul Jenkins & Eric Basaldua + Matt Milla; Top Cow) As Jackie attempts to control the Mob begins to take shape, rivals for the position spring up from every quarter. \$2.99

Dawn: Three Tiers 4 (Joseph Michael Linsner) After slaying the dragon, Darrian Ashoka finds his lover and his Goddess, Dawn, reflected in the eyes of a mysterious European Queen. \$2.95

one-shot Dodge's Bullets (Jay Faerber & James Francis) All Webster Dodge wants is to make a living playing music, but his band doesn't get many paying gigs, so he works as a Private Eye, prowling the rainy streets of Seattle on the trail of cheating spouses, deadbeat dads and runaway teenagers. 80pg b&w \$9.95

Feather 4 (Steve Uy) Having finally become a full-fledged dragonslayer, Sehven must now face off against Leeka's enraged grandfather, a massive Mantis Ryu. \$2.95

Frankenstein Mobster 2 (Mark Wheatley) A group of mobsters blasting away werewolves and mummies are about to improve their aim. \$2.95

Grrl Scouts, Vol 2: Work Sucks (Jim Mahfood; tpbk) When word around the hood spreads about the Grrls' illegal endeavours, Gwen, Daphne and Rita are forced to go legit and get real jobs. 140pg b&w \$12.95

Hawaiian Dick: The Last Resort 2 (B. Clay Moore & Steven Griffin) With Mo missing, Byrd attempts to unravel the mystery behind the sabotage of the Seaside Sands and Coral Reef resorts. \$2.95

Jack Staff 6 (Paul Grist) Bramble and Son are vampire hunters, but to be honest, there's not much call for their services in Castletown nowadays. That is, until they follow up a mysterious message. \$2.95

new The Last Straw Man 1 (Jim Krueger & Brett Weldele) In the corrupt town of Hellspite, Miles Pander is about to discover that life begins just before it's about to end. 40pg \$3.95

one-shot Manic (Michael Lindow) 25 years ago, light years from Earth, the oppressive Teijai exterminated the Sentorian alliance. Now the next generation, reborn on Earth, is coming of age. With the help of Eriko, a gifted friend, Tokyo resident Andi begins to piece together his true identity. b&w ... \$2.95

Powers, Vol 6: The Sellouts (Brian Michael Bendis & Michael Avon Oeming; tpbk) When a member of one of the classic supergroups falls victim to a seedy sex scandal, the related murder investigation takes Walker and Pilgrim on a journey that will change the way the world looks at superheroes forever. 208pg \$19.95

PvP, Vol 1: The Dork Ages (Scott Kurtz; tpbk) Collecting the six-issue run of PvP originally published by Dork Storm Press, PvP Vol 1 #1-6. 128pg b&w \$11.95

Rex Mundi 10 (Arvid Nelson & Eric J.) 500 years of conspiracy unfold as Julien learns about the secret history of the Holy Grail. \$2.95

Savage Dragon 116 (Erick Larsen) Enter: Negate. He has the ability to remove a superhuman's power once and for all—and has his sights set on the Savage Dragon. \$2.95

Savage Dragon Vol 10: Endgame (Erik Larsen; tpbk) Collects Savage Dragon 47-52. Desperate to help his friends in their time of need, Dragon deserts Special Operations Strikeforce and heads home to Chicago to help stop the Vicious Circle. 144pg \$15.95



close-up

Cloudfall: Loose Ends

Amaze Ink

Writer: Robert Kirkman

Artist: E.J. Su

Alison Andrews has a husband who doesn't pay attention to her, a dog with intestinal problems, and a job she really loves. Everything is fine. But everything is about to change. Cloudfall is imminent, and Allison finds herself on the frontline trying to prevent it. But at the same time, she must finally deal with her husband. Will they stay together? 48pg b&w \$4.95

ON SALE FEBRUARY

Something Wicked 3 (Jerry Beck & various) As a new breed of darkness stalks the cold, damp streets of Cleveland, Keith realizes why Silas faked his death and decides to go back to Erieside Manor in hopes of helping Silas. \$2.95

Spawn 143 (Brian Holguin + Todd McFarlane & Angel Medina; TMP) Haunted by the visions of a previous incarnation of the Hellspawn, Al Simmons sets off across the Atlantic in an attempt to lift an ancient curse and set a tortured spirit to rest. \$2.50

Street Fighter 6 (Ken Siu-Chong & various) Ryu finally faces Gouken's murderer, Akuma, in battle and soon discovers a side of himself that his Master always feared would one day awaken. \$2.95

Tomb Raider 39 (Bloodstone 2 of 2; James Bonny & Wilson Tortosa + Jon Sibal; Top Cow) Tomb Raider Lara Croft takes on a murderous cult of modern day Druids on the verge of unleashing the ancient mystical powers of Stonehenge. \$2.99

The Walking Dead 5 (Robert Kirkman & Tony Moore) Rick Grimes and company find themselves surrounded by zombies. Who will die and who – if anyone – will survive? b&w \$2.95

Wanted 3 (Mark Millar & J.G. Jones; Top Cow) Wesley Gibson was a misbegotten wretch of a man, a downtrodden wage-slave with a cheating girlfriend and no future. Now, Wesley is the new Killer, awash in a world of sex, money, superpowers, and costume. \$2.99

Wildguard: Casting Call 6 (Todd Nauck) The finalists face their last challenge defending Servo City from a coalition of evil. At the end of it all, the judges will pick four of the Final Five. The fifth member will be chosen by the reader votes. \$2.95

Witchblade 73 (David Wohl & Francis Manapul; Top Cow) Yakuza assassin and Excalibur bearer, Ian Nottingham and New York Homicide detective, Witchblade bearer Sara Pezzini team up to take on the mysterious underground collective, Level 42. \$2.99

Oni Press

new Deep Sleeper 1 (Phil Hester & Mike Huddleston) Vivid visions shake Cole out of his slumber. Soon enough, these dreams make their way into his waking world. Mature readers. b&w \$3.50

one-shot Hysteria (Mike Hawthorne; tpbk) See Close-Up, above.

Queen & Country 23 (Greg Ricks & Mike Hawthorne) As Tara Chace works up a suspect tied to one of Cracker's special projects, Wallace hides in the shadows, keeping tabs on Chace. Mature readers. b&w \$2.99

one-shot Spooked (Anthony Johnson & Ross Campbell; graphic novel) Emily's head has long played host to ghosts, and they would inspire her to paint. Unfortunately they have now disappeared, leaving her unable to create. Mature. 168pg b&w \$14.95

one-shot Tales of Ordinary Madness (Malcolm Bourne & Mike Allred) A deeper subject than you'd think, this, and yet much closer to home than is comfortable. Psychologist and writer Malcolm Bourne relates how the human mind can turn in on itself, and how one doctor once began to identify too closely with his patients. Mature readers. 112pg b&w \$11.95



close-up

Hysteria

Oni Press

Writer/Artisi: Mike Hawthorne

The artist of Queen & Country and Ruule busts out in this action-driven short story collection. Hawthorne tells tales of malicious madmen, courageous cops, charming chupacabras, and the peculiar Port Asteria they call home. Featuring pin-ups by Steve Rolston, Mike Oeming and more. Mature readers. 104pg b&w \$9.95

ON SALE FEBRUARY

Tokyopop

Ai Yori Aoshi Vol 2 (various) Kaoru must return to the family he ran away from, and he's not prepared to do that. 208pg \$9.99

Battle Royale Vol 6 (various) If the smart and athletic Shinji, hot-blooded musician Shuuya, and the kind-hearted kung fu master Hiroki were to work together, it might be possible to end this death game. 208pg \$9.99

B'Tx Vol 2 (various) Continuing their quest to rescue Kotaro, Teppel and X face off against Foh Rafine – one of the four Spirit Generals of the malevolent Machine Empire. 200pg \$9.99

Cyborg 009 Vol 4 (various) A renegade Black Ghost scientist with a highly advanced android at his side warns of the evil organisation's plans to launch a missile satellite into outer space – a weapon that will give them the power to destroy any city on Earth in a matter of seconds. 200pg \$9.99

Demon Diary Vol 6 (various) Years ago, an insane demon horde attacked and destroyed a human village, killing all of its inhabitants except one. A human boy, Chris, called out to the god Rased during the attack and, as a result, was spared. 192pg \$9.99

one-shot Erica Sakurazawa: The Aromatic Bitters (various) Sayumi and Hide are two friends cursed with the same fate: They're both stuck in dead-end relationships, and neither can find her way out. When they decide to hit the road and go to Hide's country home for the summer, they learn loads about love, life, and each other. 176pg \$9.99

Fake Vol 6 (various) A psychopath is on the loose, killing kids and cutting off their hands. When Ryo's young friend Carol becomes the killer's next target, it's up to Bikky, Dee, and Ryo to take the law into their own hands to save her! As if that weren't enough, Ryo gets an in-depth look at Dee's parentless childhood and the man who inspired Dee to become a cop. But when a little too much information about Dee's de facto dad comes to light, it could destroy Dee's two greatest passions: police work and Ryo! 200pg \$9.99

new The Fairly Oddparents Vol 1: Heroes & Monsters (various) Timmy must

rescue his friends AJ and Chester from the ultimate video game, and save Earth from an evil space creature that has fallen in love with his babysitter Vicky. 96pg \$7.99

Forbidden Dance Vol 4 (various) Aya is more confident than ever that she belongs in the all-male dance troupe COOL, founded and run by Akira, the boy she realises she's falling in love with. 200pg \$9.99

new Ghost! Vol 1 (various) Mitsuo Shiozu's mind and body are taken over in succession by two female ghosts who use their incorporation to resolve something left undone by their untimely. 216pg \$9.99

Girl Got Game Vol 2 (various) Just when Chiharu has decided he doesn't hate Kyo all that much and they can be friends, he accidentally touches her breast. 192pg \$9.99

Kare Kano Vol 8 (various) Soichiro realises there are actually two sides to him – one of which is more violent and protective. 216pg \$9.99

Lupin III Vol 12 (various) The media is getting good at covering the exploits of the world's most infamous thief – perhaps too good. It seems stories about his heists are coming out before he even heists. 176pg \$9.99

Paradise Kiss Vol 5 (various) Fashion, glamour, divas and designers put on their best threads and put on a show-stopping catwalk, featuring Yukari in the creations by the always stylish and aloof George. 200pg \$9.99

Peach Girl: Change of Heart Vol 7 (various) Momo is thrilled that she finally gets to see Kiley again. Kiley is excited about seeing Momo again too, and arrives at their designated meeting spot early. To kill time, he goes to a nearby flower shop, where he runs into Misao and Ryo. 176pg \$9.99

Pet Shop of Horrors Vol 5 (various) Can the Kirin, a mythical creature of good fortune, fulfil one man's ambition of becoming President of the United States? 224pg \$9.99

new Psychic Academy Vol 1 (various) Ai Shiomi is pushed into attending the Psychic Academy, a place of learning for psychically gifted students. 192pg \$9.99

new NEW Sgt Frog Vol 1 (various) Sgt Keroro, commanding officer of Planet Keron's

invasion force, has a problem. After blowing his cover and losing his top-secret weapon, the frog-like alien has been cut off from his homeworld. 185pg \$9.99

Snow Drop Vol 2 (various) Hae-Gi's nude modelling assignment triggers a traumatic flashback for So-Na. Meanwhile, Sun-Mi reveals herself as a rival of So-Na's for Hae-Gi's affections. 200pg \$9.99

Vampire Game Vol 5 (various) Ishtar and Duzell end up in the kingdom of Ci Xeneth – which is ruled by Lord Jened (Ishtar's uncle), an evil, murderous man with a burning desire to gain the throne of Pheliosta. When they decide to enter the nefarious Jened's castle in disguise in order to ferret out his true intentions, some serious cases of mistaken identity ensue. 200pg \$9.99

The Vision of Escaflowne Vol 5 (various) As Allen continues to aid Van's and Hitomi's battle against the empire, Zaibach confronts Asturia with their peace treaty to contest Allen's actions. 192pg \$9.99

INTERNATIONAL

Black Library

Inferno 41 (various) Sandy Mitchell's unorthodox Ciaphus Cain is hearing the Echoes of the Tomb as he leads his Valhallan guardsmen to victory. 64pg b&w \$6.99

Warhammer Monthly 78 (various) The crew of the Imperius Dictatio is struggling to survive on a bizarre alien world. 40pg b&w \$3.50

UK NEWSSTAND

DC Thomson

The Beano 3195-3198 (weekly; various) Classic kids humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. £0.55

Beano Superstars 145 (various) One complete strip of the long-running humour anthology. 36pg £0.65

Classics from the Comics 91 (various) Anthology reprinting classic

cartoon strips from DC Thomson's vintage kids' comics Beano and Dandy. 68pg b&w £1.20

Commando Action and Adventure Stories 3679-3686 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w £0.80

Fun-Size Beano 151-152 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects. 68pg £0.60

Panini Comics

Action Man 92 (four-weekly; various) All-new soldier adventure yarns, plus quizzes and prizes based on the action figure. 28pg £1.50

Astonishing Spider-Man 105 (four-weekly; various; Marvel UK) Official UK outing for US Marvel comic adventures, with free posters and extras. 76pg £2.40

Avengers United 35 (various) Fast-paced action from Marvel's largest superhero team including the Hulk, Captain America, Iron Man, Hawkeye and the Scarlet Witch. £2.40

Doctor Who Magazine 339 (four-weekly; various) Contains celebrity interviews, feature articles and original stories based on everybody's favourite doc. 52pg £3.30

Essential X-Men 108 (four-weekly; various; Marvel UK) Contains material from US editions Giant Sized X-Men #1 and Uncanny X-Men #358. 76pg £2.40

Powerpuff Girls Powerzine 20 (various) Comicstrips and fun, entertaining and humorous features presented by the 3 super-heroines, Blossom, Bubbles and Buttercup. £1.75

Scooby Doo 8 (various) Regular vanishing of baddies who, frankly would have got away with it if it weren't for those pesky kids. Also contains competitions, activities, quizzes and more! £1.99

Spectacular Spider-Man 92 (various) New comic strips and games. Plus a bunch of free posters and a competition. 36pg £1.50

Transformers Armada 9 (various) Original UK comic strip, data files, cyber-puzzles, competitions and more. £1.75

Ultimate Spider-Man 24 (various; Marvel UK) Tells a tale of Spider-Man, retold with modern-day computer enhanced artwork. This comic series focuses on the adventures of 15-year-old Peter Parker as he attempts to survive battles with evil supervillains and high school bullies alike! £1.95

Ultimate X-Men 10 (various; Marvel UK) Reveals the incredible origins of Cyclops, Marvel Girl, Storm, Beast, Colossus, Iceman – and adds some razor-sharp adamantium just to hot things up! £1.95

Wolverine & Gambit 94 (four-weekly; various; Marvel UK) Compiles US Marvel's own brand of Wolverine comic strips plus magazine-style feature articles on the tortured toothy one. 76pg £2.40

Rebellion

2000AD #1375-1378 (various) Judge Dredd is kidnapped by a mutant with a murder on his mind, while the VCs are on a desperate mission to warn Earth about an alien threat. \$3.75

Judge Dredd Magazine 216 (various) A new Dredd thriller, plus Phobia and Nausea's experiment continues in Anderson. Plus, news, features, interviews, and a whole load more. Can't do it justice here, really. 100pg \$10.99

STOP!

**SCOTTISH COMIC, CARD
& COLLECTABLES FAIR**

**SATURDAY,
JANUARY 31st**

JAMES MOIR HALL (Mitchell Theatre)

Granville Street, Glasgow

11.30-4pm Admission only £1

Accompanied children under 12 FREE

**TOP DEALERS FROM
ENGLAND & SCOTLAND**

**Comics, Cards, Action Figures, Beanies,
Books, Magazines, Buffy, Xena, Pokemon
Merchandise and much more!!**

Enquiries/Table bookings –

Red Hot Comics

0141 630 0049 or 0141 772 3972 (evenings)

E-mail: Marts@redhotcomics.demon.co.uk

Future date: March 27

£7500

We are pleased to announce
a new world record price
of £7500 paid
for **The Beano**
No.1 in our
recent
catalogue.

Comic Book Postal
Auctions get consistently
high prices for U.S. Comics
from 1930-1960s, British comics
and annuals, artwork and toys.

Have fun selling through our world-wide
catalogues and get 80% of auction prices.

COMIC BOOK POSTAL AUCTIONS LTD

40-42 OSNABURGH STREET, LONDON NW1 3ND
Tel: 020 7424 0007 Fax: 020 7424 0008

www.compallcomics.com



Comment

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Mad merchandising malarky

Comment by Darren Clarke via e-mail: clarkecomics@hotmail.com

THERE is something that bugged me about Ang Lee's *Hulk* movie, but I brushed it aside as I still desperately wanted to enjoy the whole experience. But as Christmas approaches I have been bombarded with Hulk toys, Hulk costumes and *Hulk* DVD adverts.

I find the fact that *Hulk* is being aimed at children a little disconcerting. It differs greatly from the *Spider-Man* movie in many ways, but it seems the film marketing companies are not aware of this. To them, the Hulk is just another exploitable cash cow. He comes from the same stable as Spidey, so he's got to be a kids' character, right?

Hollywood's ignorance in these matters sometimes beggars belief. I have never thought of the Hulk as a kids' character, and even more so since the likes of Peter David and Bruce Jones delved deeper into the psyche of Banner. The overriding urge to placate the dollar cuts through the creativity like a razor.

On one hand you have a great adult story filled with violence and anger, morality and conscience. But then on the other you have a big green monster – ideally suited to appeal to toy companies and millions of children – making lots of noise and smashing up tanks. You can't have it both ways with Hollywood.

Ang Lee may treat this movie as a chance for adults to see that comicbook movies are not just for kids, and their more critical eye for plot detail, SFX and characters have been served. However, Hollywood publicity people have treated it as a mass-marketing exercise designed to appeal to kids. The Hulk appears on cereal boxes, there are toys and games dedicated to him and adverts for the release of the DVD are shown during Saturday morning kids' television. It's all part of some drive to get the same parents that spent millions on *Spider-Man* merchandise to fork out for Hulk stuff too.

But ask yourself this question: would you want your children to watch the first 30 minutes of *Hulk* before bedtime? Maybe you would if you wanted them to go to sleep quickly, but I certainly wouldn't let mine watch it. Not necessarily to do with the violence or potent sense of fear and rage, but because

the reason why kids want to watch the film is nowhere to be seen – the Hulk himself. When the green fella does finally show up, despite the knocking that some critics gave it, I thought he looked fantastic. But at times I felt the film couldn't make it's mind up between serious melodrama and popcorn movie. Unless Lee wanted the film to be as duplicitous as Banner himself...

Without the first half hour and David Banner's big speech near the end, this film could quite well have been just a simple adventure and perfectly deserving of its kids' appeal label. But the minute you explore the deep, violent, nightmarish psychosis of Bruce Banner to the extent that it is examined on screen, it's a whole new ball game.

It's no longer a kids' film, but an exploration into child abuse, violence, rage, repressed memories and fear. Not ideal qualities for a children's summer blockbuster, but when included in the movie makes it a lot more adult-orientated. Which is great for us fans and yet it's not. It's great that finally we have seen a very intelligent adaptation of a popular character; not great because it seems this 'adulthood' is the very thing that has put a lot of critics off the film.

Why market the DVD to children when the movie was hyped up about NOT being aimed at children?

Answer: to make more money.

Why release the DVD with a price tag of under £15 in most shops?

Answer: to make it more appealing to consumers, thereby eventually making yet more money.

With *Spider-Man 2* due next year we will see if the amazing (no pun intended) popularity of the first film has tainted the production of its sequel. And with *Hulk 2* in development at the moment, without the need for all that Banner angst so important to the origin story, we may well see a purely entertaining, exciting, incredible (pun intended) film that does exactly what it sets out to do.

Sequels to superhero movies are ALWAYS better than the original, and the reason for this is ironic: due to the comic characters origin stories being so essential to the crux of the character, the sequel

(less baggage) will always be more fun and successful. Think *Batman Returns*, *Superman 2*, *Blade 2* and *X-Men 2*. The irony is the

importance of the origin story in every major comics character.

Try telling Stan Lee that origins aren't important...

Destroy all Marvels!

Comment by Richard Domar, Wolverhampton

LIFE is a funny old thing. A year ago I considered £19.99 was a rip-off price for a DVD, but I've now changed my mind and think it's quite reasonable, especially if there's a commentary and other extras. A cinema ticket is about £6 plus expenses to get there. But you can't smoke, and you only get the movie, not the extras. A DVD can be watched over and over and is certainly better quality than VHS. Plus, in a second viewing, you will always spot things you missed the first time, no matter how closely you watched.

This is not the only thing I've changed my mind over. Until a few months ago I considered the Marvel *Ultimate* range to be a poor relation to the rest of the Marvel product. Of course, I enjoyed the new 'history' but it wasn't the real thing in my eyes.

So what was it that caused a complete 180° turnaround? Funnily enough, it was after reading **1602**. An interesting story with good art, but at the end of the day another in a long line of 'What If...?' Marvel histories. It was reading **1602** that reminded me about how messed up the continuity of the regular Marvel Universe had become. Being a 'What If...?' did not matter in the scheme of things.

The baggage that all our superheroes are now carrying has made most of them nothing like the way they were when they were first created and became established. They have been revamped and

made-over and have suffered the same old problems for three or four decades. Reading these comics has continued to be more from habit than anything else.

With the *Ultimate* titles we have a new history and no baggage, as yet. It's all new, fresh and not surprisingly top-selling. And with the introduction of the new **Ultimate Fantastic Four** the future looks good for the *Ultimate* titles. So much so that it would not bother me in the slightest if Marvel was to begin cancelling the original ones. Without having to restart any.

I think this will actually happen, and I can't wait. In fact, I urge Marvel to start dumping the originals. Have the stories end with the death and destruction of everyone and everything, and make it permanent. No exceptions.

It can be done, and has been in the past. Remember *Heroes Reborn*? *Age of Apocalypse*? *Scarlet Spider*?

The fact is that over the last few years Marvel has cancelled many titles, not to be resurrected. So why not go the whole hog now and then introduce a brand new range of *Ultimate* characters in their place?

I'd much rather be reading **Ultimate Captain Marvel** than the dipshit psychopathic cretin that has been foisted on us at the moment. Talk about a departure from the previous...

Then again, if he was *Ultimate*, and part of that continuity, I'd probably have a different opinion.

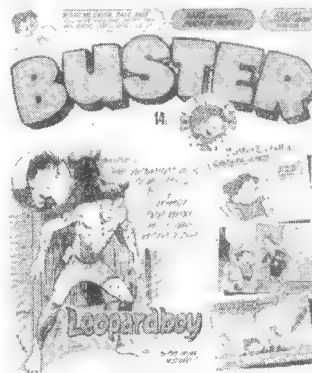
www.KeyComics.com

... 'NUFF SAID!

STARSCAPE

FANTASTIC FIRST ISSUE!!

At last! The return of the *Leopard* from Lime Street!



Every month, featuring all-new stories from 2000AD, Marvel, DC Thomson and, independent creators, plus features on comics and cartoons from the UK & US.

£2 + 50p UKp&p. Credit card (PayPal) payments at www.starscapecomic.co.uk or UK cheque/PO payable to SuperHeroStore MultiMedia at 20 Green End Road, Chesterton, Cambridge CB4 1RX.

SUPERHERO STORE

www.superherostore.co.uk

UK & US comics, books & videos from the Platinum Age to advance orders

Open mouth, insert foot

Comment by Tim McNamara, Zeal Monachorum, Devon

FLICKING through some recent **CI** back issues I noticed that a lot of writers seem to have problems expressing themselves.

On the assumption that their verbal diarrhea has been edited down for print, and judging by their Net rantings that would appear to be the case, their lack of vocabulary or flair when expressing themselves spontaneously undermines their credibility as professionals.

"I guess we're similar to the Marvel approach – though it's 30 years later, times have changed and we'll be dealing with it all in our own way," Kurt Busiek on Dark Horse's **Conan** (**CI** #166).

"I wanted to do a story about rock and roll that showed how much I love it, without looking like a 'wannabe' – which I am" Marc Bryant on **Shangri-La** (also **CI** #166).

"...and I not lying to you: it's

not silly, it's doesn't feel weird, and it's a good read. It's like a giant action film." Judd Winick on **Superman/Thundercats** (**CI** #165).

"As for motivation, nothing lights a fire under your butt like thinking you might be losing your mind." Tippi Blevins on **Cursed** (**CI** #164).

"Hip-hop is not just a music or a fashion style, but an aesthetic, a world view, a way of life. You can wear a tight shirt and listen to the White Stripes and still be hip-hop" Brandon Schultz on **Blokhedz** (**CI** #164). Umm, surely hip-hop is nothing **but** the music and fashion? Does that mean that Barry Manilow and Snoopy could be considered hip-hop as well?

Perhaps **CI** could start a **Private Eye/Colemanballs** style feature where readers send in all the greatest gaffs from these supposed 'wordsmiths'.

Rich Johnston's LYING IN THE GUTTER



The mild-mannered creator/writer of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. But, despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its new home of www.comicbookresources.com

From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...

Vampires In The Bog

The set of *Blade 3* has been struck down by a mystery stomach virus. Director, crew and some actors are all unavailable on set as they're holed up straining in the toilets. Cut to queues of vampired-up extras outside the door. Not pleasant all round. Wesley Snipes, unaffected by this bowel liquidising invader ascribes his immunity to "pure, dumb luck." Damn daywalker.

Meanwhile, Luke Perry, shooting his comeback vehicle and JMS-headed *Jeremiah* on the next-door set, had this reaction to the series being cancelled in mid-shoot: "I don't wanna talk about it. Fuck off." "No comment" is the standard response, Luke.

Off The Shelf

Reports from around the USA come in, indicating that the likes of Waldenbooks and Borders are limiting the amount of space American graphic novels are getting, in favour of more manga trades from the likes of Viz, Dark Horse and TokyoPop. In some cases the superheroes, the fantasies and the licensed titles have vanished completely in favour of the East Asian Invasion. Why? They sell, obviously. How long before those Marvel Manga Tsunami and other books get shrunk and revamped for this market?

Bizarro Busted

Well, despite breaking the recent *Bizarro 2* news on this column, it seems people involved have been talking about it for ages. I (and others) just haven't been paying attention. Actually, Evan Dorkin's been referring to this for months on his weblog - he has a couple of scripts in it, as well. And Don Simpson's been showing around his story about Batman installing software on his computer for months.

Frank and Daring

Everyone know that Frank Cho has been working on a Marvel project for *Shanna The She-Devil*? Well, pages have been doing the rounds... featuring a totally nude Shanna fighting Velociraptors in an old Nazi lab. Will the new new Marvel management team be happy publishing this? Will they get Bill Jemas to draw underwear on her? Or possibly rejig the speech balloons for maximum coverage? Let's all find out together.

Hell Bound?

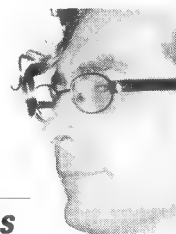
I heard a little rumour about the previously mentioned sequel to *Formerly Known as The Justice League*, namely *I Can't Believe It's Not The Justice League*. Apparently the plot involves the JL going to Hell to rescue Guy Gardner.

A Very American Finger

A version of the original cover DC rejected for the *Uncle Sam* Vertigo series has found its way onto the cover of the *Village Voice*. "Everyone's asking why are we in Iraq? We were sold a bill of goods. This is a show of strength to scare the rest of the world - go after the obvious bad guy. It's like Batman going after

continued on next page...

Networks



Comics news and gossip on the Internet

Compiled by Chris Rice and his team of Netmites

Net sightings

30 Days of Rent

We start this month with a heart-warming tale of simple horror comics' folk.

Steve Niles, writer of horror for IDW runs a thriving message board on his website, and recently a regular poster announced that she was going to be offline for a while, as she was about to be evicted. She's agoraphobic and on disability, but the payments weren't going to be coming through on time.

Many other posters offered to try and help, but time was a factor, until Niles' frequent artistic collaborator, Ben Templesmith asked her to drop him a mail. It transpired that he and Niles had decided to help out themselves and had sent a cheque to cover her rent until her payments came through. She's now sorted out for Christmas and happily posting stories about Jennifer Love Hewitt vomiting at the White House. Everybody now, aaaaaaaah... Gives Networks the warm fuzzies.

What Warren Did Next...

As DC Comics continue to announce exclusive signings, one of its recent mainstays has announced that he is now not. Excepted from Warren Ellis' most recent Bad Signal mailout:

I just handed over another 44 pages of one of my new projects to DC. That, by everyone's calculation, takes me over the 1100-page volume of my exclusivity at DC. Therefore, as of now, I'm no longer exclusive to DC.

Dan [DiDio]...has offered me an extension on my exclusive period. And I've turned him down. Or, more correctly, have deferred the conversation for six months. This is no slight on DC...[they're] the only New York publisher I'm interested in working with, because they're the only ones supporting original creator-owned work. And I will continue to work with them until they're sick of me.

There are a whole bunch of things I want to try that I can't do at DC. I'd like to try an online comics serial. I'd like to work in Europe and create books specifically for the bookstore market.

There's anthology work I've been offered that I've been unable to do over the last two years. I want to get the novel done and think about another one, which means I want less comics work, or at least less deadline-intensive work.

I don't have any projects to go to. The point of being exclusive is that you're exclusive, you don't deal outside that. So it's only this week that I've been opening up conversations, and only today do I start placing phone calls and the like. Right now, I have no idea what will happen.

There have been approaches from Europe over the last year - I had to pass up the chance to work with Tardi this past summer, which

was torture... I may just piss off to Europe and stay there, I don't know. I like Paris.

I have a lot of work coming out from DC over the next 12 months in any case. I've written the first eight issues of a new book for DC's main line. The first two scripts for *Desolation Jones* are in. I wrapped the script for *Planetary* #21 (The Nineties Drugs and Science issue) over the weekend.

In the last week, I've started thinking about new books again. There's a pile of notes on my handheld that constitute two new graphic novels with the working titles of *Supernaut* and *Strange Attractor*.

Oh, and I'm writing an episode of a cartoon series, while quietly consulting on the movie



Above: Chris Weston's character sketch for Tom Peyer's defunct *Bizarro vs Brainiac* proposal, yours for £40 at www.chrisweston.com.

So why even leave an exclusive berth at DC? Well, I can't deny a certain bloody-mindedness. Two years ago, I was the first writer focused solely on creator-owned and original work to sign an exclusive with DC, and among the first writers to go with them in this current cycle of obtaining exclusive services at DC.

Now, of course, it seems that everyone in commercial comics aside from the core Marvel writers like Millar and Bendis have gone with DC... And my career-destroying instinct has always been to go in the other direction from the general flow. If I go with DC again, I'm just writing Number 26 in the stable.

So there's that. But, mostly, it's a need to stretch my legs a bit.

script development of **Global [Frequency]**.

Weston Tales

Chris Weston's website has been re-launched and the **Filth** artist has posted what he's been up to:

Well, things have gone horribly quiet. Vertigo offered me a couple of projects, none of which gave me that exciting 'butterflies in the tummy' feeling I need in order to produce good work.

I really want to work with Tom Peyer next and together we pitched a **Bizarro vs Brainiac** miniseries to DC but it got rejected. Think about it, the DC Universe's dumbest character fights the cleverest. It would have been great!

The plan was to follow that up with **World's Freakiest: Bizarro-Superman** teams up with Man-Bat which Grant Morrison wanted to write. Grant and I even got

Bizarro's personal blessing when we summoned him up in a shamanic moment during last summer's San Diego convention. But it's not to be! Apparently, DC have "other plans" for the character.



Above: Bizarro say, "project am go" while Morrison disagrees.

Whatever they are, they won't be as good as ours.

Tom Peyer and I are also working on two other pitches: a superhero one for **WildStorm**, which they seem interested in and one for **2000 AD**, believe it or not! I'm dying to do some full-colour work again, and the **Galaxy's Greatest Comic** seems to be the only publication that is open to that. Neither

projects have been officially submitted yet, so it is early days. So what have I been working on? Well, guess what: **Ministry of Space #3**.

Yes, I know it's hard to believe, but Warren and I really are on the home straight with this project. A lot of personal and professional obstacles contrived to delay this troubled project... and I can only thank the readers for their continued patience. Rest assured, I've been putting all my effort into this book, so I hope people will think it's worth the wait. It'll be better than **DK2** anyway! Image are going to be putting out a compendium of the first two issues.

Ministry of Space #3 must now be in contention for most delayed comic of all time (**Big Numbers #3** notwithstanding) but alongside the earlier news on Warren Ellis, it seems like it may actually be coming out this time.

Rich Johnston's LYING IN THE GUTTER

continued from previous page...

the Penguin because he can't find the real villain, the Joker. Batman would never do that just for show - that kind of thing only works for lone justice anyway, not with countries." - Alex Ross. Maybe John Byrne is right, superheroes and politics shouldn't mix.

Top Cowed

I'm told that Top Cow has resolved outstanding issues between the company and J Michael Straczynski. Look forward to more **Rising Stars** next summer. I also recall that JMS requested, amongst other things, a personal apology for the way he'd been treated. If anyone's got that on tape, feel free to send it in.

Cut Off a Breast To Spite Your Face

Well, the Manga Marvel trade paperbacks we referred to as being on Amazon recently, have been pulled from the listings. Boo. The relationship between Marvel and the likes of Amazon could do with a little improving.

With inaccuracies as to up-and-coming product commonplace, it appears that existing, published and printed trade paperbacks may not even be seen. Because the original **Essential Tomb Of Dracula** was initially cancelled by Marvel, the resolicited and republished volume isn't even listed on Amazon or BN.com. Someone really should be monitoring this most important retailer relationship.

Ultimate Vanity

According to South African media mag **Tiscali** (www.tiscali.co.za/tiscali/entertainment/entertainment_story.jsp?content=109772), Samuel Jackson is very aware of his appearances in **The Ultimates** as Nick Fury and has been talking with Avi Arad about pursuing that possibility in another format.

I bet that makes Avi Arad very happy - and when Avi's happy, everybody's happy!

Option City

Astro City has optioned by producer Ben Barenholtz, with Jonathan Alpers attached as lead scripter, under their newly formed Panama Leo banner. Baranholtz's past successes include **Miller's Crossing** and **Barton Fink**.

Fabry gets Dizzy

People who enjoyed Glenn Fabry's work in the **Endless Nights** volume (like me!) may be happy to know he's working on a new six issue Vertigo series, as soon as he's finished the **Kev** comic he's drawing for **WildStorm**.

No Games

There's been a rumour going around that Games Workshop, the role-playing game retailer, distributor and publisher was about to buy **2000 AD** and its relations from Rebellion. Turns out this was an elaborate game of Chinese whispers that seems to have originated from Games Workshop and Rebellion talking about licensing deals. So look forward to more **2000 AD**-related RPGs and iddy-widdy-diddy metal figures. But not Tharg working behind three tables that look a little like Middle Earth.

Conspiracy Theory

To celebrate 40 years of conspiracy theory, here's a new one. Who Killed Oliver Coipel? DC is reprinting a host of **Legion Of Superheroes** material as trade paperbacks. It's about time, and Paul Levitz is a big fan of the series. However the upcoming trades are expected to miss out the first four years of the **Legion** series, after which Coipel left. Trades will start with the first non-Coipel arc, and future trades will run from that point. Surely it couldn't be just because he left to go work on **The Avengers**? Something deeper? Pure coincidence? Magic bullets?



Chris Bunting's

COMICS WEBWORLD

The **X2** DVD and video is likely to be on many a Christmas list this year, and so to help build the anticipation, I've journeyed through cyberspace and picked out some sites where **X** really does mark the spot:

X-MEN 2: OFFICIAL

A high-tech and attractive site that actually manages to capture the atmosphere of the movie. There's general movie info, promotions of the 1 disc, 2 disc and 4 disc DVDs and best of all, a download section, offering sneak peeks, featurettes, trailers, interviews, photographs, icons and a screensaver. 7

www.x2-movie.com

SIR IAN McKELLEN: OFFICIAL

He's recently lent his voice to *The Simpsons*, will soon appear in the highly-anticipated *Lord of the Rings: Return of the King*, as well as adding to his four decades of theatre experience in *Dance of Death*. ... But we know him best as the X-movies' Master of Magnetism, Magneto. He is of course, Sir Ian McKellen, and this accessible and interesting official site gives in depth information on it all. 8

www.mckellen.com

SUPERHERO HYPE: X2

Producer Lauren Shuler Donner wants both the Beast and the Danger Room in **X3**, which will more than likely be followed by a *Wolverine* spin-off film. How do I know this? I came here, one of the Net's best superhero movie-related facts and rumours centres. Slick, thorough and up-to-date. Superb. 8

www.superherohype.com/x-men/

BRYAN SINGER

He directed the Oscar-winning *The Usual Suspects* at only 28 years of age, followed up by showing Sir Ian McKellen as the Nazi next door in *Apt Pupil* and cemented his standing even further with both *X-Men* and *X2*. Now, as revealed exclusively in this fantastic fan site, Bryan Singer has just finished writing the treatment for *X3*. A gallant effort. 7

www.bryansinger.tk

HALLE BERRY: OFFICIAL

She played the weather-controlling mutant Storm in both *X*-films and now Halle Berry looks set to strengthen her comic-related roots even further by playing *Catwoman* in 2004. This, her official site, and shrewdly named "Hallewood", is surprisingly welcoming and informative. Biographical information, photos, news, and lots more, really help to show the sheer amount of effort placed into this great site. Even if the "Barbie lite" feel is so sugary it hurts your teeth. 8

www.hallewood.com

WOLVERINE REALM

Without a doubt Wolverine is the main star of both *X*-movies, thanks in no little measure to actor Hugh Jackman. To read up on, or just remind yourself, of the original Wolverine - him of comicdom - this is the place to come. Profiles, articles on his origins, allies and enemies lists, pictures, and a giant issue database are all available here. It might not be kept up-to-date, but as there's so much to it, this site still succeeds. 8

www.wolverine.x-knights.com

Honourable mentions:

ULTIMATE X3: UNOFFICIAL [www.x3movie.net] and **UNCANNY XMEN** [www.uncannyxmnen.net].

Reviews

Because few retailers allow titles to be read before purchase, **Comics International's** comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.

Review codes: Individual titles are judged against all similar comics past and present on a 1 to 10 basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare **Bone** with **X-Men**, but review each within their genre.

Review panel: Sam Ashurst (SA), Chris D. Bowen (CDB), Jules Boyle (JB), Chris E. Bunting (CEB), Jon Edwards (JE), Kelvin Green (KG), David Knight (DK), Scott Montgomery (SM), Ian Murphy (IM), Lee Nelson (LN), Mat Thomas (MT)

CrossGen

Dragon's Lair 2

by Mangels & Laguna
+ Washington; CGE/MVCreations

<-> Dirk sets off to rescue Daphne but is waylaid by a familiar – and unfriendly – face. The Princess meanwhile decides to introduce equality of the sexes to this sword and sorcery world. Fabio Laguna's artwork is suitably cartoony, and writer Andy Mangels' priority is harmless adventure (despite Dirk's reliance on head-butting). This was never going to be acclaimed literature, but it's no doubt being lapped up by fans of the game. (CEB) 6

Masters of the Universe: Icons of Evil – Tri-Klops 1

by various; CGE/MVCreations

One of Skeletor's coolest but most frequently overlooked henchmen, Tri-Klops, gets a much deserved solo outing, in what is proving to be an immensely enjoyable Masters of the Universe spin-off line. Here we learn how Skeletor discovered that Tri-Klops was duped into the servitude of a wizard... but who's really tricking whom? Despite a piecemeal art team this title barely suffers, thanks in part to a punchy script. (CEB) 7

Masters of the Universe: Rise of the Snake Men 1

by Staples & Meyers + Tong
+ Washington; CGE/MVCreations

The threat of King Hss and the Snake Men to all of Eternia looms once again, so the Masters go to Skeletor with an offer of alliance. Skeletor, however, has plans of his own, just like Kobra Khan, who works feverishly to return his people. Val Staples scripts a tight and pacey adventure, not overlooking the established characters and their dynamics despite the influx of new ones. This imaginative tale is fleshed out by the lively art of Jonboy Meyers and Andie Tong. (CEB) 8

Rob Zombie's Spookshow International 1

by Zombie
& various; CGE/MVCreations

Hmm. Proof positive that just by being a rockstar and repeating the words 'zombie' and 'satan' over and over again you can appear hip enough to warrant writing a

comic. If only someone had instructed Mr Zombie in the art of storytelling it might have been a good comic, instead of just containing four strips in which monsters suddenly appear for no reason and behave like louts. Gene Colan and Kieron Dwyer both turn in some tidy art, but this is just trying too hard to be cool and not hard enough to be a half decent read. (MT) 3

Space Ace 1

by Kirkman
& Borges; CGE/MVCreations

MVCreations and CGE successfully brought videogame Dragon's Lair to comics, and here, under the reliable scripting of Robert Kirkman and the appropriate art of Paulo Borges, make it a double-whammy. Ace – the Galactic Alliance's best agent – keeps transforming into a kid, a cause for concern to friends and enemies alike. The more immediate problem he faces though, comes from family. Old and new Space Ace fans will be well satisfied. (CEB) 7

Tales of the Realm 1

by Kirkman & Tyree
+ Garcia; CGE/MVCreations

In a world of reality and fantasy, magic and monsters, what do we find? Three normal human actors, from a successful yet stereotypical TV series, utterly fed-up with not getting that big break in movies. To make matters worse one of them concocts a ludicrous plan to correct this. Witty words from Robert Kirkman and rich art from Matt

Human Target 4

by Milligan & Pulido; Vertigo

<-> Chance investigates a talented baseball player's suicide, in an appealing script covering drugs and match-fixing but particularly strong (largely uncritically so) on the macho sports environment. Peter Milligan barely even tries to convince the reader that slight white Chance can transform himself into a heavily-built black sportsman, leaving too much ground for Javier Pulido to fill in. Flaws aside, it's an hospitable read. (IM) 7

<-> Chance is placed in a different type of firing line when he is asked to pinch hit for a fading baseball star. This book's premise allows Milligan to play to one of his strengths, by taking an objective look at generally unsympathetic characters. Pulido provides loose and kinetic art in the current Vertigo trend. (LN) 6

Tyree bring an incredible amount of promise and potential to this zany title. (CEB) 7

Dark Horse

B.P.R.D. There's Something Under My Bed

by Harris & Pollina

Monsters disguised as soft toys are abducting children from their beds and corralling them in a derelict toy store. Abe Sapien and the B.P.R.D. are brought in to investigate. It's pointless and silly, and the joke that the children's protectors look scarier than the monsters under the bed is only funny the first time. (DK) 4

Conan the Legend 0

by Busiek & Nord + Stewart

Travellers in an ancient land discover the legend of Conan. Kurt Busiek does an excellent job of portraying a more savage and brutal world, and Cary Nord's pencils are suitably elegant and barbaric. That said, the colouring really doesn't do the art justice. (KG) 7

Star Wars Infinities: Return of the Jedi 1

by Gallardo & Benjamin + Crawford

What if key moments of Return of the Jedi happened differently, how would the Star Wars universe change? A kind of Star Wars meets Sliding Doors, a ripple effect caused by Jabba hitting Threepio a bit too hard results in problems for all of our heroes. This feels more like a Star Wars movie than George Lucas's last two attempts, making it a fun, easy read. (SA) 7

Syn 3

by Giffen & Titus
+ Washburn; Rocket Comics

<+> As Syn begins her new life, she encounters a number of problems. Pretty much nothing happens in this issue, but the creative team do a brilliant job of conveying the wonder and confusion Syn feels as she looks at the world through new eyes and decides how best to survive in a world without beings such as herself. This is more measured and subtle than I thought it would be, and is all the better for it. (KG) 8

DC Comics

Batman 621

by Azzarello & Rizzo

<+> Batman continues his search for Angel

Lupo, finding time to beat up Croc in a strip club. Brian Azzarello puts the spotlight on Bruce Wayne with fantastic results. The scene where he cooks himself steak is worth the cover price alone – where's Alfred when you need him? The characterisation of Gotham Central's Crispin Allen is perfect – 'which one is important to you?' being one of many great one liners. And did you spot the 100 Bullets guest appearances? (SA) 9

After the overblown Hush it's refreshing to see a different kind of Batman story. Like most Azzarello tales, Broken City is set amongst a down and dirty world of sleazeballs and lowlifes. Into this he drops a Batman we haven't seen for a while, human without being sappy, dark without being one dimensional. Azzarello offers an intriguing take on the Dark Knight, only let down by his main character's dialogue, which just doesn't click, but this is a trivial matter in what is a very enjoyable read. (JB) 7

<+> Batman hunts down orphan-maker Angel Lupo by doing actual detective work instead of the usual method of just having a little caption tell everyone 'he's a great detective. Like Frank Miller's DK2 this take on Batman sacrifices a lot of the 'real' Batman's characteristics for the sake of style, but this gumshoe vigilante is a breath of fresh air following the recent superheroics of this title. And no review would be complete without praising Eduardo Rizzo's incredibly dark stylised art. This guy should have been drawing Gotham years ago. (MT) 9

Batman: Gotham Knights 46

by Beatty & Robinson + Floyd

<-> In a fairly routine outing, Batman and his sidekicks intimidate a very minor villain into keeping on the straight and narrow. The joke is presumably that the Bat clan is scarier than a villain who calls himself The Spook. A cute back-up story by Will Pfeiffer and Brent Anderson reminisces about the days when Gotham's architecture was kitsch and fun, and buildings were shaped like giant cash registers. (DK) 6

Caper 2

by Winick & Dalrymple

<-> Three days after Rachel sets up her husband to be shot, crimelord Boss Cohen starts putting the moves on her. This puts the Weiss brothers, the orphan hitmen who Cohen raised like his own, in an awkward position as Rachel may be carrying Jacob Weiss's baby. After a couple of years of sickeningly sentimental superheroes Judd Winick has really returned to form with this excellent black comedy, and the Eisner-like quality of Farel Dalrymple's turn of the century characters and city simply cannot be overpraised. Superb. (MT) 9

Catwoman 24

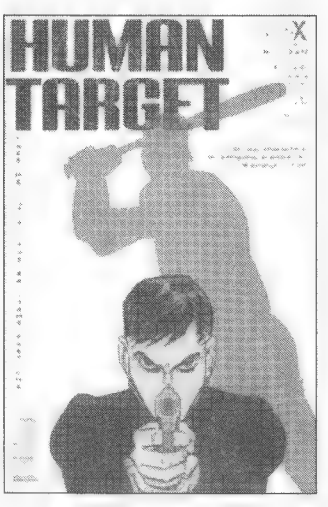
by Brubaker & Davis + Stewart

<-> Hawkman sheds light on Catwoman's Arabian pursuers, while Holly is re-united with her long-lost brother. Cameron Stewart's art has an appealingly supple feel, but too often his female faces are easily confused and lack clear visual identities. While little of note happens this issue, adding to the sense of drift on this title, there's sufficient well-scripted banter and strong dialogue to keep the reader interested – but only just. (IM) 4

Catwoman 25

by Brubaker & Gulacy + Palmiotti

<-> Gangsters are moving into the east-end, and Catwoman doesn't like it – so she decides to turn into Batman. The bold new



direction has arrived, and already I miss the old one. Don't get me wrong, this is done well enough, reminding me in places of the classic *Prey* serial (it does have the same artist after all), but it's not good enough to follow what has come before. (SA) 5

<+> Artistically, the mood takes a turn for the darker (appropriate, given Catwoman returns to find the mob has taken over her quarter), which works for me – Slim, in particular, benefits, looking like a Casablanca-era silver screen idol: a little older, wiser, more cynical and rugged; but for all the newfound artistic strength, there's no meat left in these plots and I'm ready to leave this once potential-filled book behind. (IM) 5

The Flash 203

by Johns & Dose

<=> Wally accepts his responsibility as Keystone City's guardian, but his amnesia makes him a rookie target. Geoff Johns' relaunch of *The Flash* would be more enjoyable had Howard Porter jumped onboard earlier than planned. Alberto Dose makes a major plot mundane. Following in the footsteps of Scott Kolins and Mike Weiringer must be a daunting task. (CDB) 4 Wally finally puts his costume back on, unsurprisingly, when a villain – Mr Element – attacks Keystone. Most of the plot describes Wally's self-pitying state of mind, drawing parallels with Captain Cold's life, but it's heavy-handed and lacks fluency. Dose is capable of some inspiring artwork, strong on emotive scenes, but lacks careful subtlety: rain, for example, looks solid and treacly; faces can appear static, undermining otherwise striking work. (IM) 5

Gotham Central 13

by Brubaker & Rucka & Lark & Gaudiano

<=> The sniper offing prominent city officials is revealed as *The Joker*, and the detectives of the MCU have to scramble before the press gets the news out to an already panicked populace. And then things get really hectic as *Joker* gets his own website and live webcam ready for the next random victim. This comic is crammed to bursting every month with just the right amount of action, tension, character dynamics and anything else you could want from a cop drama. Astounding scripting and evocative artwork combine to make this consistently the best *Batbook*, and he's never in it for more than a page per issue. Excellent. (MT) 9

Green Arrow 32

by Winick & Garcia + Bird

<+++> On orders from Oliver, Roy takes Connor out on the town for some male bonding. Judd Winick proves he can do macho and sensitive simultaneously when the pair wind up in a strip club. Inevitably, they get into the sort of scrape off-duty superheroes always do; but this is a very well crafted episode that no Arrow fan should be missing. (DK) 8

Harley Quinn 38

by Lieberman & Adlard

<+++> Having all but ground this title into the dust with weak characterisation and weaker plots, Andy Lieberman redeems himself with an epilogue that pulls the rug out from under the reader's feet. Pangs of remorse lead Harley to a startling act of contrition; but the surprise revelation comes too late to save this series from cancellation. (DK) 7



the pacing, with ink wizard Jock stylishly delivering the goods from the smooth cover to the final page. One to watch! (MT) 7

Hellblazer 190

by Carey & Frusin; Vertigo

<=> The magicians gather to defeat the Shadow Dog, but things don't go entirely to plan. John Constantine has never had much luck with seances, and things don't go much better this time. As always, it's the darker elements that impress in this book, with a 50-year old crime and a voodoo TV being the most memorable. (SA) 7

JLA 90

by Kelley & Mahnke + Nguyen

<+> The Martian Manhunter's VR machine rears its ugly head again so that Wonder Woman can explore a variety of possible futures where she and Batman are romantically involved. Apart from a few extremely violent visions of herself as a Bat-vigilante, Wonder Woman's introspection reveals little of interest. Some of the scenarios might have borne fruit if played out over several issues, but here they are wasted. (DK) 5

JSA 54

by Johns & Kramer + Champagne

<=> The JSA and the JLA get some downtime over Thanksgiving. A chance for Geoff Johns to display his interactive skills with a room full of egos. Don Kramer enjoys himself with a light-hearted ramble after the recent heavy heroics in this title. (CDB) 5

Nightwing 87

by Grayson & Zircher + Owens

<+> Blockbuster begins to twist the thumbscrews

The Losers 6

by Diggle & Jock; Vertigo

<=> The team escapes, but unfinished business draws it back. This looks amazing, has superb action sequences, is full of cool attitude, and it's ours. Check out this crime/spy/action thriller before Hollywood gets it. (KG) 9

<+> The Losers must make a clean getaway from the CIA, but not before having a crack at settling things with the traitorous Roque. Although the story's rattled along in this first arc, the characters have been a little slow in establishing themselves, but this comic's definitely found it's feet. This all-action issue with terse dialogue takes twice as long to read as the average superhero 22-page slugfest with triple the word balloons, and the art's as good as

on Dick Grayson, pulling the strings of the troublesome Taranula. Devin Grayson develops Dick and Barbara's relationship more in two issues than it has been in years. Patrick Zircher is a breath of fresh air blowing through the pages of this second string *Batbook*. (CDB) 6

Robin 120

by Lewis & Woods + Pepoy

Robin tries to discern which of his super-hero allies will go bad, in-line with (future) Alfred's testimony; the answer is a let-down and a bad idea, which writer John Lewis acknowledges in the script has been done before (and better). But all is tied up for Fables writer Bill Willingham to take the reigns, a prospect that makes me quiver with anticipation. (IM) 5

Sleeper 11

by Brubaker & Phillips; WildStorm

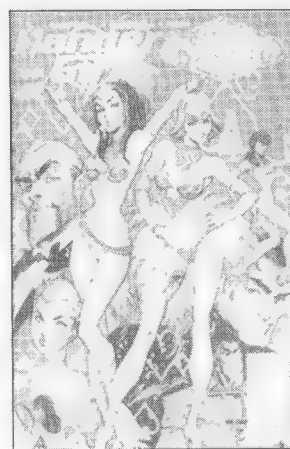
<=> Carver is caught, but by whom? *Sleeper* 11 has a tense, paranoid atmosphere that makes it uncomfortable to read – especially when Ed Brubaker leaves Miss Misery's torture to the imagination. Every issue of *Sleeper* has ended on a killer cliffhanger, and this is one of the best – completely changing the direction of the series. I can't wait for issue 12, the 'season closer'. (SA) 9

<=> An IO veteran tries to break the captive Carver in a secret prison, but as he'd actually prefer Holden not to be an undercover agent – it wouldn't look too good in the report – it looks like Holden's well up the creek. As usual Brubaker doesn't disappoint with his economical yet stylish scripting, and Sean Phillips' art is as atmospheric as hell. If you haven't checked this little cracker out yet make

Danger Girl: Viva Las Danger

by Campbell + Hartnell & Noto; Top Cow

This 'Indiana Jones in Las Vegas' one-shot – cue sleazy cover and lazy, unnecessary excuse to put Abbey Chase into the tawdriest of outfits – is laughably recreative. J. Scott Campbell and Andy Hartnett's story is pure ham but they seem to know that and carry the reader with them with a knowingness James Bond only recently tried to find. There's a simplicity to Phil Noto's artwork that is compensated for by intelligent breakdowns and considered use of panel arrangement and colour. His style is better than his linework, and superior to the ridiculous plot. (IM) 6



sure you get the trade for Christmas! (MT) 8

Superman/Batman 4

by Loeb & McGuinness + Vines

Luthor sends a team of heroes to bring in the big two, while the JSA waits in reserve. Like *Kingdom Come* without the pretension, *Superman/Batman* is a fanboy's wet dream. Beautifully illustrated by Ed McGuinness, Jeph Loeb script builds tension well, delivering an exciting storyline, with more than the occasional surprise to boot. See? He can be unpredictable! (JB) 8

Y: The Last Man 16

by Vaughan & Chadwick + Marzan Jr; Vertigo

<=> A travelling theatre troupe finds Yorick's monkey (I think the innuendo is deliberate) and takes him in hand (as is mine). Brian K. Vaughan has become slow-plotting, but we do view several different aspects of the post-plague women's lifestyles. Despite misquoting Gloria Steinem, it's a docile interlude – this comic needs to shift up a gear or two if it's to endure. Visual continuity is maintained however, through Paul Chadwick's careful imitation of regular artist Pia Guerra's stylings. (IM) 5

Image

Capes 2

by Kirkman & Englert

<=> Robert Kirkman and Mark Englert maintain a high standard in the second instalment of this too brief mini-series. Captain Cosmic grapples with the bureaucracy of the Capes Incorporated benefits package, while escaped super criminals provide the action. Englert's facility with grotesque and muscle-bound villains evokes Kevin O'Neill's work on *Marshal Law*; and this is not far off being as good a read. (DK) 7

Jack Staff 4

by Grist & Elliott

<+> Things go from bad to worse as the source of *Castle Town*'s troubles becomes apparent. Paul Grist's art style is surprisingly effective and is complemented well by Phil Elliott's subtle colouring. Grist's writing is perhaps a little too dynamic and fast-paced for its own good in this issue, but it just manages to hold itself together until the end. (KG) 8

Powers 35

by Bendis & Oeming

<=> The 'Forever' storyline continues to recount the place of the Powers in world history with a look at the superheroes of the '80s. When tech-geek Tripphammer finally finishes his work on the power-inhibitor to aid in the incarceration of supervillains, our wearily immortal hero Walker faces a tough decision – a normal life versus continuing to have three-in-a-bed romps with super-heroines. Brash cartoony art from Michael Avon Oeming is as smooth as ever, and Brian Michael Bendis continues to build this story to epic heights. But I can't help missing all the cool cop stuff that made this series stand out in the first place. Ho-hum. (MT) 8

Savage Dragon 112

by Larsen

<=> Keeping this monthly comic moving almost in real time occasionally necessitates cramming a lot in; and Erik Larsen succeeds for the most part this issue. Crime fighting, a

book promotion tour, and the change in Rex Dexter are foregrounded before the story cuts to the chase. Dart and Mako have split up, but the shark-man won't admit it's over. Sure enough, minor characters are culled with Larsen's trademark unpleasantness. (DK) 6

Tomb Raider 34

by **Bonny & Daniel + Sibal; Top Cow**

<=> The final part of the videogame adaptation, and Lara Croft finally confronts the Machiavellian Eckhardt. Compared to her extreme videogame persona, on this title Lara has been portrayed by each writer in a lightweight manner, diluting much of her unique appeal in favour of a typically safe, generic approach – feisty but vulnerable. And now that Tomb Raider's British creators have shockingly lost development of further sequels to a US firm, will conservative American tastes carry this character dilution to the games themselves? (JE) 5

The Walking Dead 2

by **Kirkman & Moore**

Officer Grimes makes it to the City, but he's not alone. After a good start it's gratifying to see Robert Kirkman's zombie epic has legs. This is a fantastic title, with well-written characters and tight plotting, perfectly complemented by Tony Moore's detailed art. If you have even a passing interest in zombies, survival horror or just great storytelling you really can't afford to miss this. (JB) 9

Wildguard: Casting Call 3

by **Nauck & Stucker**

<=> The superstar known as Four leads the rescue mission, while Jun-Go and Ignacia encounter the automated defences aboard the alien ship. More exact details are revealed about the contenders, including Strong-bot; but the enormous cast saps the story's momentum just a little. The star of the show is still Red Rover – captured by the enemy, but fighting back despite half his body drenched in paralysing neurotoxins. (DK) 7

Marvel

Alias 28

by **Bendis & Gaydos; MAX Comics**

<=> Finally a writer gets to grips with what a villain with mind control powers could do, as Purple Man tortures Jessica and Ant-Man. Allaying fears of any artificially manipulated psychological 'closure' for Jessica (to launch her new title, *The Pulse*), we get a distressing, delicately-balanced minefield, depicted by Michael Gaydos at his soul-searingly beautiful best, closing this consistently excellent series in style. (IM) 9

Amazing Spider-Man 501

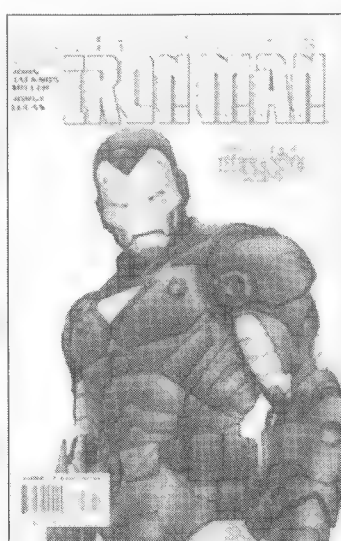
by **Straczynski & Romita Jr + Hanna**

<=> May chats to old friends in the park while Spidey battles yet another evil-doer. This is a quiet character-based issue, which – while a little formulaic – excels in the characterisation (which is, of course, the point of a quiet character-based issue). The John Romita Jr/Scott Hanna art team does excellent work as per usual. (KG) 8

The Avengers 72

by **Johns & Kolins + Sotomayor**

<=> Jennifer Walters steps into the limelight, and



Iron Man 74

by **Jackson Miller & Lucas**

<=> John Jackson Miller comes out of the corner fighting, with an impressive concept blending superhero attitude with real world politics. Jorge Lucas could, with a lengthy stint, become one of the classic Iron Man artists. The Golden Avenger at last gets to show some mettle. (CDB) 7

<=> Iron Man, dismayed at his weapons tech being used inexpertly by the army without permission, becomes Secretary of Defense for America. And promises that no-one will ever die in a war again. Normally comics shy away from having superheroes solve real world problems, as the resulting stories always ring a little false, but considering the still rising death toll in supposedly peaceful Iraq, not to mention other such locales around the world, this is also pretty distasteful. But I expect that it will all be turned around in the next few issues as Iron Man learns an important lesson, resigns, and it'll be as if nothing ever happened. Lucas's art is nice and crisp though. (MT) 5

she may wish she was wearing more than a bra and panties. Extra character development as the She-Hulk gets a well earned dose of attention the likes of which she hasn't experienced since the John Byrne era. Scott Kolins stretches his imagination, and seems to be enjoying his break from the DC Universe. (CDB) 6

The Avengers 73

by **Johns & Kolins + Sotomayor**

<=> As Cap, Iron Man and Wanda handle the Lolly Green Jennifer situation in Idaho, Scott (Ant-Man) Lang and Jack of Hearts smoulder with tension at the Mansion. More nail on the head characterisation than you could shake a hammer at, Geoff Johns hasn't had long enough to leave his stamp on this title, but he sure will be missed when he head back to DC. Last page, instant fanboy tonic. (CDB) 7

<=> Nothing happens for 22 pages, then Hawkeye turns up. Oh, dear God. Business as usual here, then. The writer doesn't understand the characters and the artist can't draw the characters. Rubbish. (KG) 1

Avengers 74

by **Johns + Kolins**

<=> Hawkeye witters on about himself, apparently oblivious to the fact that people are in danger, then the Hulk turns up. The

longer this rubbish-masquerading-as-The-Avengers goes on, the more I think it would be a good thing if I too were illiterate. (KG) 1

Captain Marvel 16

by **David & Azaceta + Sotomayor**

<=> Genis revives Rick in the nick of time, while unwittingly becoming the target of sibling rivalry. Not much else to say about a book that has critics drooling, and deservedly so. He may not be the Big Red Cheese but this Captain Marvel sure knows how to please. (CDB) 7

Captain America 20

by **Gibbons & Weeks + Palmer; Marvel Knights**

A Silver Age tale that never was, where Cap – revived to battle Nazis 20 years after the Allies lost WWII – sees it all work out in the end. Great lightweight yarn in the tradition of days gone by. Much like Cap himself, this book belongs to another era. Presented in a modern world, to be judged by today's standards, just like Cap himself, it stands the test of time. Some things never go out of fashion, like good old Nazi butt-kicking action. (CDB) 8

Daredevil 54

by **Mack; Marvel Knights**

<=> A barely justifiable Wolverine appearance

proves unusually interesting, and makes me fantasise about David Mack writing the Canuck's monthly. It's frustrating to have an enduring tale in Daredevil that doesn't feature DD (this would have been a glorious graphic novel and genuinely deserves an album collection). But with artwork and narrative this impressive – delinear and inventive, but still cohesive and direct – and such a strong grasp of psychology, I'm enjoying every minute of this long-winded and appropriately dreamy vision-quest. (IM) 7

Fantastic Four 505

by **Waid & Porter + Rapmund**

<=> Mike Wieringo's art is missed, but in all fairness Howard Porter turns in a great effort, capturing the quiet moments as expertly as the action-packed ones. The FF, now 'rulers' of Latveria, find the job more difficult than facing Galactus ever was, and the resulting differences of opinion between them makes a refreshing change. Writer Mark Waid has moved this title from fantastic flop to fantastic fiction. (CEB) 8

Human Torch 7

by **Kesel & Young + Seung; Tsunami**

<=> This haunted castle script is complete Scooby-Doo (but with less tension, no humour, no narrative force, just a Shaggy dog tale), courtesy of Karl Kesel's dazzlingly gormless script. Skottie Young's pencils make everyone look inhuman: gawkish at best, badly-cartoonish at worst, excepting one deft panel depicting a near-defeated Torch. This is less anime-influenced, more anime-lite. I find little to praise on this book and am mystified that it continues when stablemate Sentinel, capable of great charm and believable familial relationships, is cancelled. (IM) 2

JLA/Avengers 3

by **Busiek & Perez**

<=> The two teams are thrown through time as Krona tries to bring about another Big Bang. This is quite disappointing, as the excellent plot grinds to a halt so that George Perez can draw classic JLA/Avengers meetings that never happened. You can happily ignore this issue, and just get that excellent cover when it inevitably comes out as a poster. (KG) 5

<=> The JLA and Avengers team rosters keep shifting as if reality were continually being reordered, like in a Children in Need special of Dr Who. It transpires that their two worlds are beings squashed together like bread rolls, in an action replay of Crisis. It's disappointing that a whole issue of this size is given over to an interlude spelling out the predicament. (DK) 5

<=> A rather confused, confusing issue: the teams spend half comprehending that their worlds are imploding, and the other half deciding what to do; Kurt Busiek could (and should) have done this in three or four pages; this is unnecessarily disorientating and reverses the direct storytelling style of previous issues. A couple of Perez splashes are wows, notably of the injured Grandmaster, but, really, this is not good enough. (IM) 4

<=> A perfect example of the third issue of a four-part crossover. As reality fluctuates the JLA and Avengers manage to settle their differences and decide to confront their common foe united. Tune in next issue as they take turns to punch the rascal until the science guys invent a gizmo, or the cosmic/psychic guys call on everyone to pool their willpowers together for victory. It's hard not to be jaded when reading such by-the-numbers stuff. Perez's art is perfect for having so many characters on the page at

Marvel 1602 4

by **Gaiman & Kubert + Isanove; Marvel Knights**

<=> Many of our questions are answered, as James ascends to the throne, and various factions make their moves. It's good to get some answers at last, but the erratic pace of the storytelling is frustrating. Andy Kubert and Richard Isanove's art is beautiful, but again the sometimes cramped, sometimes open page layouts do not bring out the best in the work. (KG) 7

<=> King James orders Fury to arrest the Witchbreed (aka the original X-Men), Snowbird and Dr Strange trade origins, while diverse factions manoeuvre into position for the coming finale. Although engaging, this title is distinctly lightweight when compared to Neil Gaiman's other work, but nonetheless sustains itself as a modestly sagacious, wryly plotted diversion. Kubert's art doesn't minimise well, when so many panels and so much dialogue squeeze onto pages, and Isanove fails to add his usual gloss, suggesting a rush-job. (IM) 6



once, but the admittedly talented Busiek has unfortunately mixed up epic and long-winded. Bland fare. (MT) 4

The Kingpin 6

by Jones & Phillips + Janson

<+> Fisk makes his move to become the NY Kingpin. Bruce Jones, exceptional writer. Sean Phillips, love him, cool artist. Klaus Janson, a living legend. Cameo by Spider-Man. What more could you want? Apparently more. This book, as good as it is, has a shelf-life shorter than Michael Jackson's career as a childminder. Shame really, but Marvel can't maintain a market for this style of book. The independents hold the street cred for the crime noir slant. (CDB) 6

Mystique 8

by Vaughan & Ryan
+ Milla; Tsunami

<-> Mystique is despatched to steal a virus that attacks smallpox vaccinees (so why recruit Mystique? Let's put a dangerous virus in the hands of a conniving, untrustworthy former terrorist of now-dubious alignment!!!). Annoying plot conveniences aside, Michael Ryan's art isn't so bad, David Mack-lite, 80% fat free being the least back-handed compliment I can conjure up, but even that sounds too impressive. Hopefully Ryan's own style may yet emerge. Unconvincing. (IM) 3

New Mutants 6

by DeFilippis + Weir
& Robinson; Tsunami

<-> This novice team briefly fight Reavers; new guy joins, another leaves. The ending feels trite, but overall this is a well-structured and emotionally engaging title. Mark A. Robinson's pencils lay flat: distance shots lack detail or resonance; visuals of old-hand Dani and new student Sofia are increasingly indistinguishable. None of this is helped by the blundering, unsophisticated inking of Pat Davidson and Scott Elmer. Good writing, but mediocre art. (IM) 6

New Mutants 7

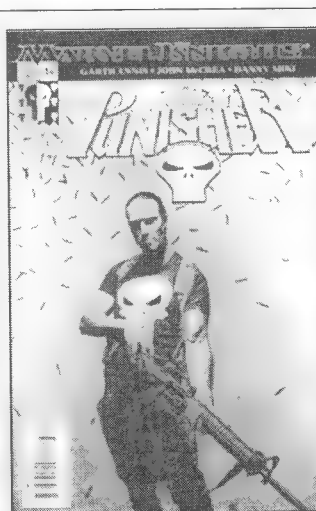
by DeFilippis + Weir
& Barberi; Tsunami

<+> Healer Josh Foley attempts to fit in at Xavier's school, with disastrous results. Josh's story is told through a letter to his parents, which at first feels like a lame device, but as it has a nice payoff, I'll let it go. The art is nice, the story is well told, but there's nothing to get overly excited about here. Well, except maybe for the fact that it appears that The Thing seems to have enrolled at Xavier's. Brushing up on his French maybe? (SA) 6

New X-Men 149

by Morrison & Jimenez + Lanning

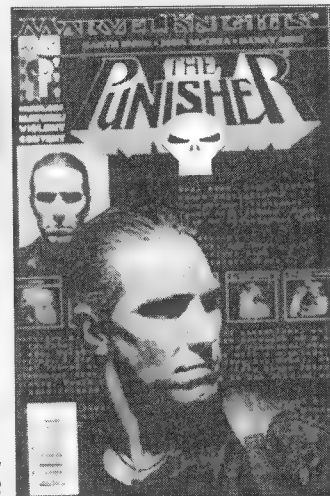
<-> Magneto feels the side-effects of Kick, and everything hits the fan — could the master of magnetism be losing his grip? Anything that followed last issue's near perfection was bound to suffer by comparison, but this is still good stuff, with Beak's character developing nicely — and the return of some very welcome old faces. Oh, and the cover art is beautiful. (SA) 8 Magneto's new brotherhood has turned Manhattan into a concentration camp while the X-Men are missing, presumed dead. What can you say, Grant Morrison hits it out the park again. To call it epic doesn't do this story justice. If it was indeed the last ever X-Men story it would be a fitting end. Huge in



The Punisher 34

by Ennis & McCrea
+ Miki; Marvel Knights

<=> The Punisher has his first major face-off with the three heroes — how will he get out of this one? John McCrea's artwork is both atmospheric and action-packed, creating one of the best Punisher double-spreads I've seen in a long time. Add to that some classic Garth Ennis one liners, and a lovely last page cliff-hanger — what more could you want from this title? (SA) 7



The Punisher 35

by Ennis & McCrea
+ Miki; Marvel Knights

<-> Frank feeds his secret weapon stew, Detective Soap has a daydream, The Punisher faces off against Wolverine, Daredevil and Spidey, and, um, that's it. Pretty much filler considering this is the halfway point of the last arc of this series. It only really gets started toward the end, although once it does... Well, let's just say I'm looking forward to next issue. (SA) 6

scale, but still jammed full of little mysteries, with spot on portrayals of each character and full of lines that make you laugh out loud, Morrison is on the top of his game here and when he is, no-one does it better. (JB) 9

<-> Magneto, crazed and tyrannical, lashes out at anyone who ticks him off. Beak spreads word of his plans to the X-Men, who prepare to take back Manhattan. It's all suitably momentous, but I just can't get excited about this story arc, or believe in Magneto's aim of reversing the Earth's poles. (DK) 6

<-> Magneto struggles to keep his sanity together — taking it out on Beak, while Cyclops prepares a rag-tag group of Xavier's young students. A couple of striking moments apart, this issue is vaguely written and the script unusually blunt and unsophisticated for Morrison. This should have been the crowning glory of his run, and although Phil Jimenez engenders some dark scenes (which Chris Chuckry's colours, strong on atmosphere, make illustrious) he can't reign in the disappointment (IM) 6

<+> The penultimate part of Planet X sees the story kicking into gear as Magneto's inner circle begins to question his motives and sanity, and a battered Beak finds what's left of the X-Men. There's less of the pop-rhetoric that has clogged up the last couple of issues as Morrison picks up his storytelling pace, and Jimenez's clean art makes for a nice easy read. Back on track. (MT) 7

NYX 2

by Quesada & Middleton

<=> The repercussions are felt from last issue, as Kiden faces up to some harsh realities concerning her powers. After last issue's pesty feel, I didn't expect this book to get this good quite so quickly, but it has. The art is nothing short of spectacular, and the plot is an old story, but taken to such an extreme that if you get through this issue without feeling moved, you have no soul. (SA) 8

<+> Kiden's new-found power freaks both her and the 'hood in Joe Quesada's

surprisingly sharp high-school mutant title. Josh Middleton's art is lithe, lacks detail (as is a current trend) but works a scene to generate emotion and mood; writer and artist combine well for an intriguing set-up that may surprise the cautious and cynical. (IM) 7

Sentinel 9

by McKeever & Vriens
+ UDON; Tsunami

<-> Juston struggles to control the Sentinel while trying to rescue passengers from a crashed plane. Sean McKeever's characters' psychology is enjoyably consistent, and although the art lacks detail it has an emotional resonance that inspires delight. The plot is a slow-burner, but continues to seduce, making Sentinel the most consistently enjoyable of Marvel's Tsunami range. (IM) 6

Spectacular Spider-Man 6

by Jenkins & Ramos + Faucher

<-> Spidey rebuffs Doc Ock's latest efforts to threaten his well-being. This issue is wholly indicative of the problem with Jenkins' approach to this title. While his attempts at writing a charming tale can sometimes be effective, these sweet moments work against his efforts to instil an air of menace. Humberto Ramos's cutesy characters add to an already sugary confection. (LN) 5

Spectacular Spider-Man 7

by Jenkins & Ramos + Faucher

<=> Doc Octopus is back and since the last time we saw him, when he was fat and useless as ever, he's somehow become all gothic, spooky and Matrix-ey, as well as having new arms that look a bit like the ones in the next film. Fair enough that Marvel want to cash in on/promote the new movie, but a change has to be believable to work. As is the norm, Paul Jenkins writes a very whiney Spider-Man with the odd unfunny joke and not much story, and you'll either love or hate Humberto Ramos's

cartoony artwork. I hated it. (MT)

2

Supreme Power 5

by Straczynski
& Frank + Sibal; MAX Comics

<=> The scope widens as we learn more about the Atlanta Blur and Joe Ledger. This issue has two highlights for me, Joe Ledger's awesome powers and Mark Milton's suggestion of how he might 'blend in'. J. Michael Straczynski just keeps raising the bar with this title, with the payoffs now spreading to the cover. Highly recommended. (SA) 8

Thanos 2

by Starlin & Milgrom

<+> Reformed cosmic crazy Thanos convinces the vengeful Rigellians that he wants to help them, after killing all but one of them, and then squares up to world devourer Galactus on their behalf. Jim Starlin's storytelling has improved immeasurably overnight, leaving me actually curious to see what happens next, even if he can't help but have an extremely wordy running commentary for the most obvious and mundane events. And to top that off, his characters seem to have stopped standing in cosmic flexing poses while having simple conversations. Has the world gone mad, or can an old dog learn new tricks, after all? (MT) 4

Thor: Vikings 5

by Ennis & Fabry; MAX Comics

<=> The final battle, with extreme violence and humour taking centre stage. So here it is, the concluding issue of the mini-series of the year. And trust Garth Ennis to save the best for last. Clever, moving and funny, this is a fitting end to a fantastic series. I shall miss it very much. Garth, there's a place reserved for you in Valhalla after this one. (SA) 9

<=> All's well that ends well. This opens with a funnier than usual dig at George Bush; the violence is extreme and the zombie Vikings pulverise nicely; and there's a dazzling dogfight between the Messerschmitt and the airborne dragon ship. Thor gets some grievous wounds, especially those zombie bites; but the hero of the hour is definitely Erik Lonnroth, the World War II pilot. (DK) 8

Trouble 5

by Millar & Dodson + Dodson; Epic

May's life hits rock bottom as Mark Millar's romance series draws to a close. As if to prove that all writers are fallible, Trouble concludes with a predictable (from the off) revelation, after a meandering tale of infidelity and teenage lust. While the characterisation and dialogue were as solid as you would expect, the plot itself has been unengaging and bland, leading to a feeling of having wasted one's time seeing it through to the end. (JB) 5

Ultimate Six #4

by Bendis & Hairsine

<-> The Five threaten Fury through the President and the Ultimates find themselves under attack. Despite some good jokes about the Kingpin's beach house, this isn't classic Brian Michael Bendis. The way Fury over-reacts after his dressing down from the President makes me wonder just who the good guys are supposed to be in this book. And isn't it supposed to feature Spider-Man? Oh, sorry, there he is, five pages from the end. Great. (SA) 5

<+> Sinister Six schemes were never this well written, or as carefully planned, making big trouble for the Ultimates now the action finally

begins. The strong plotting is a credit to Bendis as this series, slow to start, takes off with elan, but Trevor Hairsine's delectably detailed pencils, even on the smaller panels, gives this issue an extra special thrill. Wonderful. (IM) 9

Ultimate Spider-Man 50

by Bendis & Bagley + Thibert

<=> The introduction of the Ultimate Black Cat – need I say more? Another wonderful issue, highlighting the best of Ultimate Spider-Man – new twists on old characters, laugh out loud jokes, great tension, nods to the future and Aunt May simply being cool. As such, it's a great jumping on point for new readers, and for the regulars, a surprise treat. A new Brian Michael Bendis letters page! Rejoice now! (SA) 8

The Ultimates 12

by Millar & Hitch + Neary

Most comics struggle to give you one moment that just blows you away. Not *The Ultimates*, as there was at least five times during this issue when I stopped reading, either to laugh or to be simply rendered breathless. From Stark's heroism in the face of terror to Steve Rogers reminding us exactly where he's from, this doesn't let up for a second. Hitch's art is simply breathtaking and you can tell that all concerned are having as much fun as the rest of us. Deserving of a ten, but I've a feeling the next issue is going to be even better! (JB) 9

Uncanny X-Men 433

by Austen + Tan

<-> The X-Men, captives of Azazel, continue to learn of Nightcrawler's true origins there, while Xavier and Lorna attempt to find them. There's a certain logic lunacy to these discoveries, based on scriptural interpretation similar to Mormon doctrine, but Chuck Austen is just padding the gap between the X-Men's capture and the denouement: little here is necessary and may well be more enjoyable if distilled. Philip Tan's neo-Gothic artistry well-suits this hell-like dimension but he struggles to depict emotion. (IM) 4

Weapon X #15

by Tieri & Jeanty
+ Rapmund + Hillsman

<-> Since when can Chamber (a rare interesting new X-Man since 1992) speak, out loud? As of this issue, seemingly without explanation. Revelling in self-pity, it takes wildly characterised X-Men to restrain him, leaving him ripe for recruitment into Weapon X. Smells like a plant. Georges Jeanty's X-Men scenes are appropriately influenced by Frank Quitely's New X-Men style, but it's Tom Chu's carefully contrasted colours that take this art to an acceptable standard. (IM) 6

X-Statix 15

by Milligan & Allred + Bone

<+> As a sniper terrorises America, and a conspiracy begins its plans, the team confront Henrietta. This title is back on form, with snappy dialogue and biting satire aplenty. Mike Allred's art is also back on form, now that the editorial-imposed changes have been smoothed out. X-Statix is great again. (KG) 8

<=> El Guapo's legs are blown off fighting the Taliban, but there's still time for satire of Buffy, Eminem, Judy Garland, Princess Di (of course), reality TV, plus a wonderful scene in which Slipknot's heavy metal gets the blame for a child demanding a healthy diet! When did a superhero comic last have so many gags? Some are less subtle than others, but this cup floweth

Ultimate X-Men 39

by Bendis & Finch + Thibert

<+> The true purpose of Wolverine's pursuers is revealed, which leads to more questions than answers. At last the X-Men are back together and I get my book back. With more Bamts than you can shake a stick at, it's nice to see Nightcrawler back in action. Also, Dugan is a fantastic new character, let's hope he sticks around. All this and the last three pages manage to set up more potential great arcs than the last five issues combined. (SA) 7

<-> David Finch's art, although generally striking, is really starting to irritate through needless, lazy repetition. Does he think we will not see that the seven consecutive panels of Nightcrawler's 'bumping' effect are just reflected versions of the same two images? This repeated use of identical panels thoroughly annoys me and I think insults the reader. His style is lovely, which makes corner-cutting all the more frustrating. Oh, yeah, plot – the X-Men go after former Weapon X agents. (IM) 6



over; as well as parodies there's a gaggle of caustic one-liners and political humour; all of which shores up Peter Milligan's rep as a great writer. If there is to be criticism, maybe there're too many ideas packed in; but better than than vacuous comics. (IM) 9

X-Statix 16

by Milligan & Allred + Bone

<+> The violence escalates, and no one can trust anyone else. This comic is back to its satirical and cynical best, showing just how crazy we and our world are. Peter Milligan and Mike Allred are producing a masterpiece here, so don't miss out. (KG) 8

X-Treme X-Men 33

by Claremont & Kordey + Hanna

<=> Is a super-powered being manipulating Californians, or are local attacks 'just' bigotry running free? Sage and Bishop investigate, while Rogue and Cannonball confront a pack of reckless mutants whose activities accidentally killed local 'flatcans' in a slowly more interesting Chris Claremont script examining the causes of terrorism. Scott Hanna's heavy-handed inks continue to choke Igor Kordey's indelicate pencils, but there are continual signs of improvement and some tenderly pictured scenes. (IM) 5

X-Treme X-Men 34

by Claremont & Kordey + Adams

<+> With Scott Adams replacing the dense inks

of Scott Hanna there's an immediate, if mild, improvement in the artwork – although it's years since Sunspot has looked this young! Great to see some lesser-used X-Men getting profile in these pages but it's Rogue who gets the action as she takes on Revenant and tries to figure out how this plot connects to X-Corporation and Sunspot... Chris Claremont knows best how to script his former New Mutants but this mildly interesting plot needs more density to enthrall new readers. (IM) 6

US Indies

A Sort of Homecoming

by Hurd & Camello; Alternative Comics

Owen has always suffered from loneliness and not being accepted. Still, 'friend' David was always there for him... but now he's gone. How will the grown-up Owen deal with this when haunted by flashbacks intensifying his situation? With a strong script by Damon Hurd, Pedro Camello's skilled art, and a grounding in stark reality, this preview comic does nothing but positively promote the forthcoming graphic novel. (CEB) 7

The Barefoot Serpent

by Morse; Top Shelf Productions; \$14.95

An unorthodox mix of a biography of filmmaker Akira Kurosawa, and a story of a little girl and her family dealing with loss while on holiday. An emotive outing for creator Scott Morse, whose deserved accolades for this

work come from Brian Azzarello, Mark Andrews, and even actor Don Cheadle. A story that captures beauty and sorrow: another Top Shelf success. (CEB) 7

Bone 53

by Smith; Cartoon Books

<=> Bone, a complex-but-accessible fantasy series, is held in very high regard by many in the comics community. So too in equal measure is its creator, Jeff Smith. With only two issues left to go, now might be the time to find out why. Thorn goes after the Crown of Horns, but Fone Bone is determined to join her. The appearance of Rock Jaw, an army waiting especially to stop them, and some angry dragons would deter anyone in their right mind... but not Fone Bone! As endearing as it is absorbing. (CEB) 7

Ninja High School 110

by Bair & Bevard; Antarctic Press

<=> Wunan High puts on its school play, but with errant Norse gods, a blind ninja-samurai and a reluctant Romeo, it was never going to run smoothly. Great pencils, tight plotting and a well-balanced cast of characters have kept this title as an American manga must-read since its direction-change a year ago. (CEB) 8

Patrick the Wolf Boy Presents: The Grimm Reaper Super Special

by Baltazar;
Blind Wolf/Electric Milk Comics

On his day off, Grimm Reaper cleans house, hosts a barbecue, goes on vacation and takes a gardening job, alongside reprints of his first two appearances. There's a simple, happy charm to these strips, with some chucklesome puns, but the ungarnished artwork and large panels minimises the appeal as do the number of sketches, reminding us it's also aimed at the more youthful market – whom should lap it up. (IM) 6

Wake The Dead 2

by Niles & Chee; IDW

Victor and Iggy's creation nears completion, all that is missing now is a head. Steve Niles is crafting an excellent tale of small town necromancy, but is sadly let down by the absence of Milx's Wrightson-esque atmospheric art. Chee does an admirable job, but does not quite convey the darkness so well realised in the first issue. (JB) 7

Warrior Nun Areala 21

by Babiar & Zicari; Antarctic Press

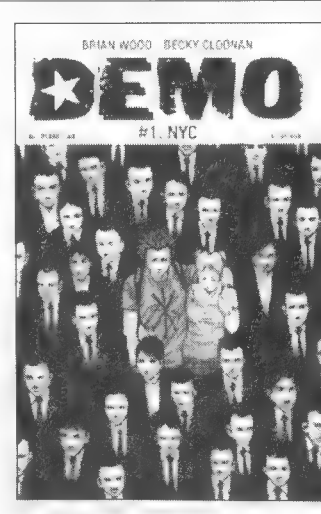
<-> A good opening scene promises to do something never normally done in this comic, and that is shake-up the status quo. Unfortunately it's the old chickening-out cliché: a dream sequence. Come on, Craig Babiar! We all know you have what it takes as an artist, now take some risks and prove you have what it takes as a writer too! (CEB) 5

Canadian Indies

Transformers: Armada 17

by Furman & Figueroa + To
+ Armstrong; DreamWave

<-> The Autobots battle to save the day from threats from all across the multiverse. The art team does a wonderful job here, giving the book



Demo 1

by Wood & Cloonan;
AIT/Planet Lar

Brain Wood and Becky Cloonan's series of self-contained stories of everyday superpowers kicks off with the touching tale of Marie, a teenager who runs away from home after being doped up in order to contain the power within her. Superpowers in the real world have been covered many, many times before, but very few have managed to capture the realism and humanity as much as Wood and Cloonan do in this title. Understated and touching. Wood's script is wonderful, and if further issues maintain this particularly high standard we will have something that will still be talked and revered about in years to come. (JB) 8

an action-packed feel. Simon Furman's writing is a bit flat however, as – ominous final page aside – this is a bit of an unexciting ending to a dimension-spanning, high stakes story. (KG) 7

Transformers: The War Within 2

by Furman
& Wildman + Sander; DreamWave

<=> As The Fallen continues his dark plan, new factions enter the civil war on Cybertron. It's great to see Andy Wildman back on Transformers, although there is too much of the DreamWave "house style" about his current work. Why appoint a classic Transformers artist, then submerge his distinctive style? Simon Furman writes well, expertly conveying the escalating tensions of the war. (KG) 8

UK Newsstand

Commando 3673

by unknown; DC Thomson

<=> Flight of Fear is a typically rollicking Commando yarn. When a plane carrying two British Intelligence officers crashes over occupied France, Flying Officer Joe Cunningham must work alongside the French Resistance to make it back to Blighty alive. Despite a recent price increase these pocket-sized comics still represent good value for money – 65 pages of self-contained action and adventure for only £1 per issue. (SM) 8

Judge Dredd

The Magazine 213

by various; Rebellion

<+++> Worth buying for John Wagner and Cliff Robinson's hilarious coverage of the international sex championships alone. Devlin Waugh's Red Tide comes to a spectacular end; while the conclusion to Harry Twenty on the High Rock is one of the oddest things you'll ever read. Charley's War gets to grips with the senseless waste of human life. Make no mistake: this is the very best the Magazine has ever been. (DK) 9

Inferno! 39

by various; Black Library

Chaos and carnage abound in another edition of Games Workshop's bi-monthly fiction anthology. Wind of Change is an eerie fantasy tale, while Forever Loyal is a blood-soaked Warhammer 40,000 story. A particular highlight is Sandy Mitchell's Sector Thirteen. It features Ciaphas Cain, the cowardly imperial commissar who always manages to come out of the toughest scrapes imaginable still looking like a hero. (SM) 7

2000 AD Progs 1365-1368

by various; Rebellion

<=> Meatmonger, scripted by John Smith, clutches at fan credibility by rounding up alien races from past Judge Dredd adventures: the Starborn Thing especially deserved its inclusion. Caballistics Inc carries 2000 AD almost single-handedly these days. The debut of the character Mike Ness was a gem of economical and dramatic story telling, and the best 5 pages of 2000 AD this year. (DK) 5

Warhammer Monthly 75

by Richardson + Abnett + Williams
& various; Black Library

<=> This title is a successful blend of gritty sci-fi and far-flung fantasy, with lashings of action

and a bit of something for everybody. Its main weakness is that usually the more complex entries (in this case Last Stand on Yavor) give little in the way of back-story. Regardless, the other strips always shine, in this instance Dan Abnett's Darkblade, a riotous Kai Jerico romp, plus the atmospheric Anthony Williams-drawn Titan. (CEB) 7

Small Press

BAM 26

by Cobley + Ewing + Irving + various;
£2 (+ 50p p&p) from J. Cobley
94 Elm Road, Wisbech PE13 2TB

<=> Bulldog take centre stage, but to add variety, there's James and Neill Cameron's amusing Cleansing Services: Special Ops, Garen Ewing's consistently well-crafted Rainbow Orchid, and even a story drawn by Frazer Irving. With over 50 pages for £2.00 this is well worth the price of admission! (CEB) 8

The Girly Comic 4

by various; Factor Fiction Press;
£1.50 (50p p&p) from 38 Clarks Road
Wigston, Leicester LE18 2BE

<=> The highlight of this issue for me is a wonderful non-story about rats, with a scratchy look that is fittingly almost non-art. The other stories are all either well drawn, well written, or both ("Seedlings" is a good example of the latter), but unfortunately do not make much of an impression. There is excellent work here, but it's all rather bland. (KG) 7

The O Men 21

by Eden; Ominous Comics;
£1.50 from M. Eden, 19a Trevalyan Rd
Tooting, London SW17 9LS

<+++> Doctor O and Anathema chat, and much is revealed. Martin Eden writes a very low-key story that nonetheless manages to shock the reader with its revelations and twists. The art isn't up to it's usual quality, but the story is the best yet. Wow. (KG) 9

Rant! 1

by Coxhead; £1.50 from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

Almost like a demented version of TV's Room 101, UK creator Andrew Coxhead uses this 22-page black and white anthology to vent his spleen at some of life's annoyances (noisy neighbours, ties), the bizarre (serial killers), and to indulge in his love of saucy sci-fi warrior babes. Although a trifle inconsistent and marred by a lack of backgrounds, the brushwork is clean and competent in an entertaining mini-comic of much potential. (JE) 6

Triple Six 1

by Fletcher & Ham; £2 from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

The first two serialised strips in this 28-page A5 anthology quickly descend into depraved mass slaughter, while the third – Who Was Jack the Ripper? – is merely depraved. Combining Nazis, zombies, vampires, naked chicks and gore – sometimes within a single panel! – the over-the-top content is explicit but tongue-in-cheek. The highlight, however, is Ham's confident, spontaneous linework, given form by applying grey tones using an ink wash, and which certainly lends a visceral quality to the carnage. (JE) 7

WANTED

ALL COMICS

especially

- UNDERGROUNDS
 - GRAPHIC NOVELS
 - MANGA
 - 60s & 70s MARVEL & DC
 - HEAVY METAL/CREEPY/EERIE/
VAMPIRELLA/FAMOUS MONSTERS etc
- ALSO all film/TV/music magazines
(60s & 70s particularly) AND all
cult books & modern firsts

BUY • SELL • TRADE

BOOK & COMIC EXCHANGE

**14 Pembridge Road
Notting Hill Gate
London W11 3HL**
☎ 020 7229 8420

Please bring official ID with address & signature when selling or exchanging

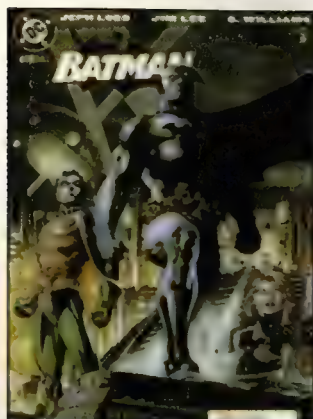
OPEN 7 DAYS 10am - 8pm

HUGE SELECTION ON SALE

www.buy-sell-trade.co.uk

Comics Economics

Top 100 US comicbook sales for September 2003



Batman back at #1

Rank	Prior	Title, Issue, Price & Estimated Orders	Publisher
1	(2)	Batman #619 \$2.25 (233,775)	DC Comics
2	(N)	JLA/Avengers #1 \$5.95 (189,919)	Marvel
3	(1)	Marvel 1602 #2 \$3.50 (132,737)	Marvel Knights
4	(N)	Ultimate Six #1 \$2.99 (131,943)	Marvel
5	(4)	Ultimate X-Men #37 \$2.25 (108,612)	Marvel
6	(9)	New X-Men #146 \$2.25 (105,573)	Marvel
7	(6)	Ultimate Spider-Man #46 \$2.99 (105,409)	Marvel
8	(3)	Superman/Batman #2 \$2.95 (104,474)	DC Comics
9	(7)	New X-Men #145 \$2.25 (101,295)	Marvel
10	(8)	Uncanny X-Men #430 \$2.25 (94,165)	Marvel



JLA/Avengers in at #2

11	(10)	Uncanny X-Men #431 \$2.25 (92,341)	Marvel
12	(9)	Amazing Spider-Man #58 \$2.25 (92,294)	Marvel
13	(=)	Wolverine #5 \$2.25 (81,728)	Marvel
14	(12)	Supreme Power #2 \$2.99 (77,496)	Marvel/MAX
15	(11)	Spectacular Spider-Man #4 \$2.25 (74,527)	Marvel
16	(N)	Transformers/GI Joe #1 \$2.95 (73,803)	DreamWave
17	(18)	Teen Titans #3 \$2.50 (66,626)	DC Comics
18	(15)	X-Treme X-Men #31 \$2.99 (64,218)	Marvel
19	(22)	GI Joe/Transformers #3 \$2.95 (60,431)	Image
■ International direct market retail orders estimated below 60,000			
20	(14)	Daredevil #51 \$2.99 (59,636)	Marvel Knights
21	(=)	JLA #86 \$2.25 (59,496)	DC Comics
22	(21)	JLA #87 \$2.25 (58,678)	DC Comics
23	(19)	Incredible Hulk #60 \$2.25 (58,584)	Marvel
24	(20)	Daredevil #52 \$2.99 (58,561)	Marvel Knights
25	(23)	Incredible Hulk #61 \$2.25 (57,298)	Marvel
26	(19)	League of Extraordinary Gentlemen Vol II #6 \$3.50 (56,948)	DC/ABC
27	(24)	Fantastic Four #504 \$2.25 (53,885)	Marvel
28	(25)	Born #3 \$3.50 (51,243)	Marvel
29	(25)	Spider-Man & Wolverine #4 \$2.99 (50,332)	Marvel
■ International direct market retail orders estimated below 50,000			
30	(28)	Born #4 \$3.50 (49,607)	Marvel
31	(28)	Venom #4 \$2.25 (46,895)	Marvel
32	(27)	Outsiders #4 \$2.50 (46,802)	DC Comics
33	(29)	JSA #52 \$2.50 (43,739)	DC Comics
34	(26)	Emma Frost #3 \$2.50 (40,389)	Marvel
35	(N)	JLA: Z #1 \$2.50 (43,342)	DC Comics
36	(30)	Captain America #17 \$2.99 (43,295)	Marvel Knights
37	(36)	Captain America #18 \$2.99 (42,711)	Marvel Knights
38	(35)	Exiles #33 \$2.99 (41,635)	Marvel
39	(31)	Superman: Birthright #3 \$2.95 (41,565)	DC Comics
40	(34)	New Mutants #4 \$2.25 (41,448)	Marvel/Tsunami
41	(38)	Exiles #34 \$2.99 (40,934)	Marvel
42	(32)	Green Arrow #30 \$2.50 (40,443)	DC Comics
43	(41)	Formerly known as the Justice League #3 \$2.50 (40,139)	DC Comics
■ International direct market retail orders estimated below 40,000			
44	(37)	Mystique #6 \$2.99 (38,620)	Marvel/Tsunami
45	(N)	Street Fighter #1 \$2.95 (38,199)	Image
46	(36)	Spawn #128 \$2.50 (38,082)	Image/TMP
47	(40)	Detective Comics #786 \$2.75 (37,778)	DC Comics
48	(49)	Punisher #32 \$2.99 (37,240)	Marvel Knights
49	(42)	Punisher #31 \$2.99 (37,007)	Marvel Knights
50	(43)	Thor: Vikings #3 \$3.50 (35,066)	Marvel/MAX
51	(46)	Flash #202 \$2.25 (34,599)	DC Comics
52	(49)	Superman #197 \$2.25 (33,430)	DC Comics
53	(48)	Green Lantern #169 \$2.25 (33,149)	DC Comics
54	(47)	JSA: All Stars #5 \$2.50 (33,079)	DC Comics

55	(49)	Wolverine: Snikt #4 \$2.99 (32,682)	Marvel
56	(52)	Thor #68 \$2.99 (32,354)	Marvel
57	(44)	Batman: Death & Maidens #2 \$2.95 (31,957)	DC Comics
58	(57)	Action Comics #807 \$2.25 (30,858)	DC Comics
59	(54)	Transformers: Armada #15 \$2.95 (30,508)	DreamWave
60	(58)	Iron Man #72 \$2.99 (30,438)	Marvel
61	(50)	Trouble #3 \$2.99 (30,063)	Marvel/Epic
■ International direct market retail orders estimated below 30,000			
62	(=)	Nightwing #85 \$2.25 (29,292)	DC Comics
63	(69)	Birds of Prey #59 \$2.50 (29,292)	DC Comics
64	(65)	Hawkman #19 \$2.50 (28,988)	DC Comics
65	(56)	The Authority Vol II #5 \$2.95 (28,801)	DC/WildStorm
66	(61)	Batman: Gotham Knights #45 \$2.75 (28,661)	DC Comics
67	(66)	Adventures of Superman #620 \$2.25 (28,100)	DC Comics
68	(55)	Kingpin #4 \$2.50 (28,053)	Marvel
69	(60)	Thundercats: Dogs of War #4 \$2.95 (27,959)	DC/WildStorm
70	(67)	Batgirl #44 \$2.50 (27,796)	DC Comics
71	(70)	Alias #26 \$2.99 (27,609)	Marvel/MAX
72	(59)	Wonder Woman #196 \$2.25 (27,539)	DC Comics
73	(78)	Weapon X #12 \$2.99 (26,908)	Marvel
74	(72)	Aquaman #10 \$2.50 (26,370)	DC Comics
75	(74)	Arkham Asylum: Living Hell #5 \$2.50 (26,066)	DC Comics
76	(83)	Fables #17 \$2.50 (25,856)	DC/Vertigo
77	(80)	Superman/Batman: Generations III #9 \$2.95 (25,832)	DC
78	(75)	Captain Marvel #14 \$2.99 (25,622)	Marvel
79	(N)	Crimson Dynamo #1 \$2.50 (25,458)	Marvel
80	(84)	Batman: Legends of the Dark Knight #171 \$2.50 (25,294)	DC
81	(68)	Dark Days #3 30 Days of Night Sequel \$3.99 (24,967)	IDW
82	(85)	Namor #6 \$2.25 (24,593)	Marvel
83	(84)	Transformers: More Than Meets the Eye #6 \$5.25 (24,453)	DreamWave
84	(98)	Transformers: More Than Meets the Eye #5 \$5.25 (24,219)	DreamWave
85	(90)	GI Joe: Frontline #14 \$2.95 (24,126)	Image
86	(75)	Darkness Vol II #5 \$2.99 (24,055)	Image/Top Cow
87	(=)	Elektra #27 \$2.99 (23,752)	Marvel Knights
88	(94)	Agent X #14 \$2.99 (23,705)	Marvel
89	(100)	Catwoman #22 \$2.50 (23,471)	DC Comics
90	(95)	Sojourn #27 \$2.95 (23,284)	CrossGen
91	(83)	Fables: The last Castle \$5.95 (23,190)	DC/Vertigo
92	(73)	Doctor Fate #2 \$2.50 (23,050)	DC Comics
93	(89)	Catwoman #23 \$2.50 (22,793)	DC Comics
94	(98)	Legion #24 \$2.50 (22,653)	DC Comics
95	(96)	Spider-Girl #64 \$2.99 (22,442)	Marvel
96	(95)	Lobo Unbound #3 \$2.95 (22,279)	DC Comics
97	(92)	Inhumans #5 \$2.50 (22,162)	Marvel/Tsunami
98	(78)	Hulk: Nightmerica #4 \$2.99 (22,092)	Marvel
99	(91)	Ghost in the Shell 2 #7 \$3.50 (22,092)	Dark Horse
100	(95)	Robin #118 \$2.25 (21,811)	DC Comics

www.goldustcomics.com
GOLDUST COMICS

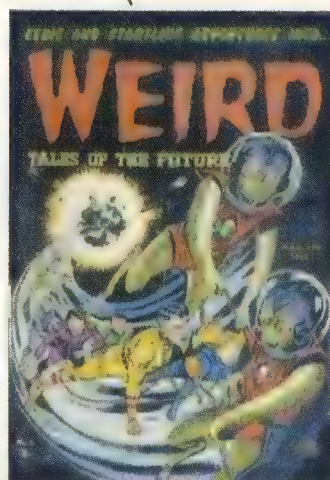
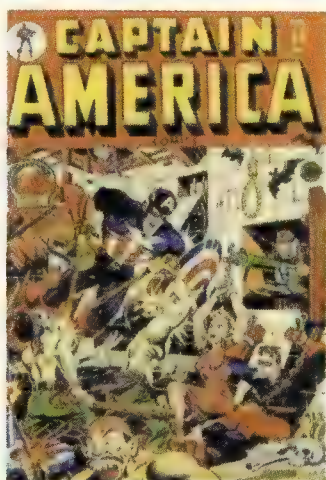
**SHOPPING MADE SIMPLE
AT OUR NEW WEBSITE**

**20,000 COMICS NOW ONLINE ON OUR EASY-TO-USE SITE
SPECIALISING IN COMICS FROM THE GOLDEN AGE TO
THE SEVENTIES IN MOST GRADES**

WE ARE BUYING!!!

**ALL AMERICAN AND BRITISH COMICS
AND MAGAZINES FROM 1936 TO 1979
TOP PRICES PAID**

CALL (0208) 341 5558



**GOLDUST COMICS • 67 ST JOHNS WOOD HIGH STREET •
LONDON NW8 7NL**

**EMAIL: goldust.comics@btinternet.com
CALL FOR OUR FREE CATALOGUE**

The LONDON ABCD SHOW

Art, **B**ooks, **C**omics, **D**isney
All the Top Dealers FREE ADMISSION

SATURDAY 7 February 2004 11am - 5pm

The Royal National Hotel, Bedford Way, London WC1
(nearest tube station: Russell Square)

ART original art, artwork and prints

Rare surviving art from

British comics (Dandy, Beano, Eagle, Look & Learn, Sexton Blake, Cowboy Comics, etc);
Paperbacks and Pulp (classic covers from Corgi, Pan, etc);
Newspaper Strips (Andy Capp, Modesty Blaise, Jeff Hawke, Axa, Garth, Jane, etc);
Famous artists (Ron Embleton, Reg Smythe, Al Capp, Romero, Jim Holdaway, etc.)

BOOKS pulps, paperbacks and rare books

Crime Fiction, Horror, Science Fiction, Fantasy, Sleaze, Penguins, Pans, Panthers, Corgis,
Badgers & rare pulp magazines such as Weird Tales, Doc Savage, The Shadow,
The Spider, Black Mask, etc.

COMICS British comics, annuals, picture libraries

1930s to present, Classics Illustrated, Eagle, Dandy, Beano, Magnet, Gem, Valiant, Victor,
Rover, Hotspur, Wizard, Billy Bunter, Adventure, Hornet, TV21, Blue Peter, Picture Libraries
(e.g. Commando, Battle, Air Ace, Cowboy, Thriller, Super Detective, Valentine,
Princess, War, Lion, Schoolboys', Schoolgirls', Combat, Valiant, Eagle, Space), etc.

DISNEY Collectables, memorabilia, art, books, cels, posters

Disney and animation posters, toys, pins, badges, magazines, porcelain figures, models,
records, videos, original art, animation cels, vintage Disneyana, general animation, etc.

WITH SPECIAL GUESTS and book/art signings

FREE RAFFLE open to all visitors

Dealer Enquiries welcome Tel 020 8768 0022 for details

Future Dates: Sun 16 May Sun 19 September 2004

WEIRD FANTASY

Comics and Annuals

Postal only. Send SAE for lists of:

British Annuals
& Australian comics
American Dell & Gold Key comics
American 1940s & 1950s comics
American Western comics

10 DECOY ROAD, ORMESBY
GT YARMOUTH, NORFOLK NR29 3LG

Q&A

345 Ditchling Road, Brighton BN1 6JJ

Baffle us with comics questions, or save us with answers!

Dragonball & Dragonball Z

Darryl Payne via e-mail:
DarrylPayne1@activemail.co.uk

CAN anyone tell me if the **Dragonball** and **Dragonball Z** graphic novels from issues 11 onwards will be released in the UK?

I understand Viz has stopped producing the individual comics in favour of better-selling trade paperback formats for bookshops. But now these are not being exported to the UK it's annoying, especially after I've spent around £500 on the comics and graphic

novels. It seems to me I have wasted my money on a collection I'll not be able to complete.

Any help or information would be welcome.

We have sent your letter over to Viz, Darryl, as it's a valid point which we hope they will respond to for next issue.

Swan and Anderson's Superman

Mark Currie via e-mail:
mark@kjcomputers.co.uk

CAN you help me identify a Superman story I read in the early '70s either in a British annual or

Answer Updates

Readers provide answers for previous issues' questions

Ro-Jaws and Hammerstein

Glynn Barrass via e-mail: batglynn@hotmail.com

IN ANSWER to Roger Newson's question regarding Ro-Jaws and Hammerstein miniatures (*Q&A*, CI #166): Citadel Miniatures produced quite a lot of miniatures based on **2000 AD** characters in the 1980s, mainly for the Judge Dredd roleplaying game, although some miniatures were made of Rogue Trooper and Strontium Dog characters – most of which can be viewed on the excellent www.solegends.com.

There were never any official releases of Ro-Jaws and Hammerstein figures, but Citadel did make a set of 15mm robot characters for the game Traveller, some of which looked suspiciously like the ABC Warriors characters, including Hammerstein. However, with the huge amount of miniatures made by small and large companies across the world, there's a chance that someone has made unofficial figures of these characters.

Where to find them? eBay, games conventions, or Traveller and 2000 AD message boards, which should at least find you the Traveller robots.

The Jellymen, CI #166

Simon MacKie via e-mail

IN RESPONSE to Neil Welch's letter asking if anyone can remember *The Jellymen* from the late '50s or early '60s, I can confirm that the strip did run in *The Beezer*, but it was from early 1970 to 1971 (exact dates not known).

I have two surviving *Beezers* from that period, one dated October 17th, 1970 and the other December 26th, 1970. Looking at the clothes and cars depicted in this strip it does look like the strip was drawn 10 years previously, which would suggest that the strip was reprinted from the time from which Neil remembers the strip.

The Jellymen were grey, five-legged humanoids who had suckers instead of hands. These suckers produced giant bubbles that could solidify and imprison humans. Science teacher "Potassium" Roberts knew of a chemical that would dissolve the incredibly strong "prisons" and with six of his students he set about releasing entrapped people and foiling The Jellymen's plans for world domination.

Beezer was the most splendid comic because it was the size of a tabloid newspaper – just enormous, as was *Topper*. It ran from 1956 to 1976 and for a few years after in a smaller format. But, due to its sheer size it didn't store well. Consequently, few copies survived intact, making earlier issues particularly valuable.

the original. It involved Superman being tricked into swapping bodies with an actor who had a pentagram on his hand. Was it in **Action Comics** or **Superman**? Also, what is the definite run of Swan and Anderson's **Superman** comics? There you go, readers...one for you for next month's little blue box.

Adam Eterno

Roger Newson
52 Rosemary Avenue,
Felixstowe, Suffolk IP11 9HX

COULD you please provide any background information on the *Adam Eterno* comic strip from the '70s. Who illustrated it? Who were the characters (apart from Adam) and how long did it run?

Any information would be greatly appreciated.

With the Q&A Brains Trust having skipped early for Crimbo, Dez replies: Adam Eterno appeared first in the short-lived IPC weekly, **Thunder** (17/10/70-13/3/71) under Geoff Kemp's editorship. Assistant, Chris Lowder,

would delight in slipping in his "By Crom" exclamation as often as possible, by way of a joke with his pal, Barry Windsor-Smith. Adam

(real name: Adam!) survived the 22 issues, being merged into **Thunder's** stable-mate title, **Lion**, under the same editorial team, where it ran from 20/3/71 until the long-running title's end, 18/5/74. Merged into **Valiant**, the man-who-would-not-die actually only lasted another three years, until **Valiant** also ended, in 1976, soaked into the new-style **Battle**, where he no longer fitted.

The backstory was that Adam was the 16th century assistant to ancient alchemist Erasmus Hemlock. When his master successfully created the Elixir of Life, Adam gulped it down before it had finished brewing. As a result, while immortal and nigh-on invulnerable, he could still fall victim to



weapons made of gold. Doomed to wander through time, and craving death, he was fated to combat evil wherever he discovered it.

The strip

was one of many weekly serials pouring out of the Solano Lopez studio, although Charley's War favourite Joe Colquhoun had been involved in the early days.

A spoof version, *Abel Eternity*, made an appearance in Warren Ellis's **Stormwatch** #44, but was reluctantly despatched by Jenny Sparks when he went on a murderous PCP-induced rage.

Space, robots and...?

Jim Burkholder via e-mail:
jim.burkholder@comcast.net

I WAS wondering if you might be able to help me. I lived in England from 1976-7 and used to spend my

humble allowance buying a series of comicbooks that I am trying to find again. The problem is that I don't remember their name.

They were about robots and space and often came with models you could punch out of the paper as well as other interactive games.

Do you have any idea of the name of such a comic?

There you go, readers...another one for you for next month's little blue box.

Ministry of Space

Peter Clark via e-mail:
peteandali@ukgateway.net

IS THE final issue of **Ministry of Space** ever going to appear? If so does anyone have any idea when?

Artist Chris Weston now has the finished script from Warren Ellis and has freed up his time to concentrate on drawing it up. Wisely, after such a delay, the publishers have not announced an on sale date.

In the meantime, Image is collecting the first two issues together to bring everybody up to speed.

Ronin: Take 1

Paul Tapner, 18 Alverton Ave,
Poole, Dorset BH15 2QU

WITH reference to *Ronin Mystery* (Q&A, CI #166): this was a two-part story that appeared in issues 1 and 2 of IPC's **Speed**.

The samurai did die at the end, but his enemies were unaware of this and too scared to approach, so they held back for over an hour, giving his friend time to kill himself. The title of the story was the name of the samurai, but I don't remember. Anyone else..?

Ronin: Take 2

Chris at SuperHeroStore
MultiMedia via e-mail:
enquiries@superherostore.co.uk

IN REPLY to Jake Sloan's letter asking about a strip which featured a samurai dying while defending the bridge to his master, the story was called the *Tale of Benkei* and was part of **Tornado's** 'Terrific True Tales series'. **Tornado** did of course eventually merge with **2000 AD**, where strips *The Mind of Wolfie Smith*, *Captain Klep* and *Blackhawk* continued (though, surprisingly not *The Red Planet*).

Take 2 confirmed

W. R. Logan via e-mail:
Logan@classof79.freemove.co.uk

REGARDING Jake Sloan's question, "Ronin Mystery" in CI #166: From the description it sounds like a story that appeared in issues 1 to 3 of **Tornado** (22 issues, 24th March to 18th August 1979, then merged into **2000 AD**).

The Tale of Benkei – part of

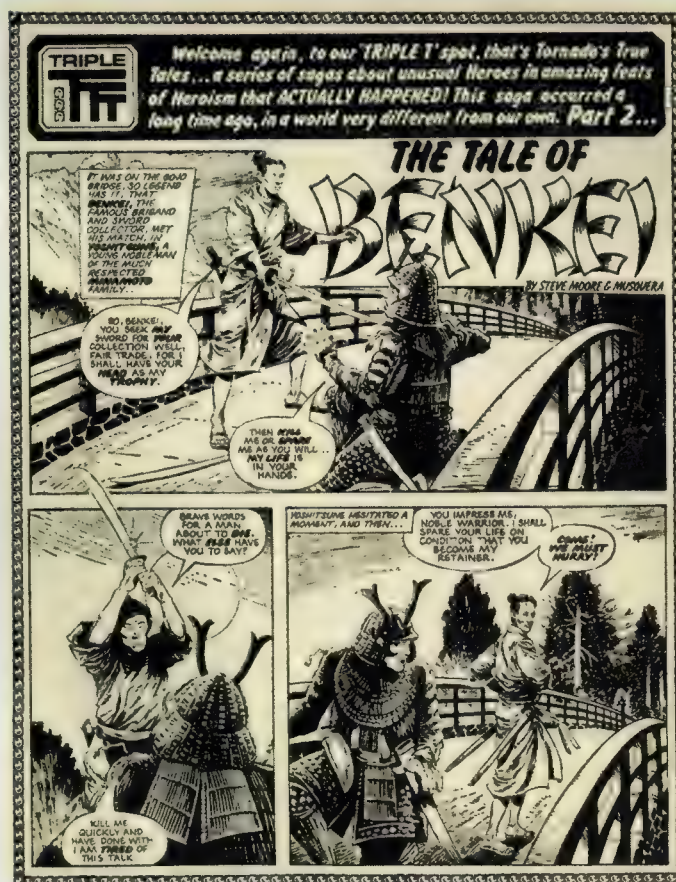
Answer Updates

Readers provide answers for previous issues' questions

the 'Triple T' spot (or **Tornado's** True Tales – was written by Steve Moore, with art by Musquera. It was set in Japan in 1179AD.

Here follows a basic synopsis: Few travellers crossed the Gojo

Bridge at night, and none had crossed it with a sword in hand. Benkei fights not to protect the other side of the bridge, but he is there for sport and has vowed to win a thousand swords in combat.



And he's almost done it... until he faces Yoshitsune.

After Yoshitsune beats him in combat, Benkei becomes his retainer and must follow Yoshitsune. The Taira clan killed Yoshitsune's parents and now govern the country in the Emperor's name. Yoshitsune is travelling to see his brother Yoritomo and then will seek vengeance.

After a five-year civil war Yoshitsune and Benkei lead Yoritomo's army to victory, and they are forbidden to enter the home of Yoritomo and are told to disband their army. Yoritomo attempts to kill Yoshitsune, but he escapes with Benkei disguised as monks. They take refuge with Lord Hidehira's son who – despite the death of his father two weeks previously – says his father's promises will be kept and offers them shelter.

Once again they are betrayed, and Yasuhira sends word to Yoshitsune's brother of their whereabouts and Yoritomo sends 30,000 troops to kill Yoshitsune and Benkei. Knowing that escape is impossible, Yoshitsune decides to die with honour and commit suicide, and while he prepares himself Benkei decides to hold the bridge to the castle.

Benkei defends the castle approach for half a day, fighting back wave after wave of Yoritomo's swordsmen until Yoritomo's archers finally bring him down.

But Benkei's defence of the castle had allowed Yoshitsune to die with honour and... "For twenty days and twenty nights Yoritomo's men paid last respects to their heroic enemy – Benkei... Braggard, Brigand and warrior... and finally – LEGEND!"

www.goldenorbit.co.uk

COMIC MARTS

WITH SCI-FI & CARD SHOW

TOP DEALERS SELLING THOUSANDS OF COMICS, TRADING CARDS,
TV/FILM MAGAZINES, POSTERS, BOOKS, BEANIE BABIES,
TOYS, MODELS, GAMES & ALL KINDS OF SCI-FI/FANTASY MATERIAL!

BIRMINGHAM
NEW VENUE!

SATURDAYS: FEBRUARY 28th, MAY 29th
THE CLARENDON SUITES, HAGLEY ROAD, BIRMINGHAM
FREE CAR PARK

LEEDS

SATURDAY: JANUARY 31st
LEEDS METROPOLITAN UNIVERSITY, BRUNSWICK HALL, MERRION WAY

LIVERPOOL

SUNDAY: JANUARY 18th
GLADSTONE HOTEL, LORD NELSON STREET, LIVERPOOL

MANCHESTER

SATURDAY: JANUARY 17th
MARCH 13th
SACHAS HOTEL, TIB STREET, PICCADILLY, MANCHESTER

NEWCASTLE

SATURDAY: DECEMBER 13th,
FEBRUARY 7th
UNIVERSITY OF NORTHUMBRIA, STUDENTS' UNION BALLROOM,
SANDYFORD ROAD, NEWCASTLE-UPON-TYNE

NOTTINGHAM

SATURDAY: DECEMBER 13th, FEBRUARY 14th
VICTORIA LEISURE CENTRE, GEDLING STREET, NOTTINGHAM

SHEFFIELD

SATURDAY: FEBRUARY 21st
MAIN HALL, SHEFFIELD HALLAM UNIVERSITY, HOWARD STREET

DEALERS: WRITE FOR INFORMATION PACK

SEND SAE FOR FULL DETAILS:- GOLDEN ORBIT, 18 OAK TREE WAY, STRENSALL, YORK YO32 5TF
E-MAIL: information@goldenorbit.co.uk

O P E N S M I D D A Y

Letters

Comics International, 345 Ditchling Rd, Brighton BN1 6JJ

Dass it all!

Darren Clarke via e-mail:
clarkecomics@hotmail.com

WHAT'S up with that letter terrorist Julian Dass? He seems to be making quite a name for himself. He's had a go at a few people.

Once someone asked him to put his address on letters, as his mails were the equivalent to a drive by shooting! And in the latest issue I see his name mentioned again, but saying he has put an incorrect address on his letters!

Don't get me wrong, it's good to get a wide viewpoint of every situation, but Mr Dass seems intent on reacting to other people, and misquoting them at that! I wrote a piece analysing Marvel villains and he ripped me to shreds!

UK titles fan

Richard Sheaf, Eagle Society
via e-mail: rsheaf@npg.org.uk

A FEW thoughts on CI (in no particular order): I like the glossy paper – very professional.

I'm a fan of UK comics but what keeps me buying CI on a regular basis is an interest in the subject, combined with your lack of hype and irreverence where required.

I enjoy all the letters, comments and gossip about the industry. Also, you seem to have weaned yourself off printing large catalogues of comics for sale, hooray!

Movers and Shakers: did it go for some strange (legal?) reason? I look forward to its return soon. I really enjoyed *Brother Matthew* and now get *Rex Mundi* on a monthly basis. It's the only US comic I've ever bought regularly.

Panel Beaters is a really great shop window for new cartoonists.

We're not "weaned off" printing catalogues, Richard. It's a seasonal thing and we never charge more for the extra pages they take up. Horses for courses, they have their appeal.

As for *Movers*, CI's second most popular feature only went into limbo when Blair abolished the 25-hour day. I have been attempting to gather a team of ITMite contributors ever since. We've already got a sales and trends analyst on board, plus a crime scene examiner in training ready to cover eBay absurdities (no, really).

Now all we need is a tipster and a rumour-mongering insider (you out there?) and the column will be back in all its glory.

Brit comics are back!

Simon Johns via e-mail:
city_of_lights@hotmail.com

AFTER so long, could I believe my eyes? Did CI #166 really have ads for the return of Fleetway heroes Dan Dare (*Spaceship Away*) and the Leopard from Lime St (*Starscape*)?

In my mid-30s, I'm a bit too young to remember the 1950s *Eagle* but *Spaceship Away* is a quality ride – in both stories and production. Leopardboy appeals a lot more to my generation. I really enjoyed *Starscape* – and not just the Leopard stories (the two original stories could be straight out of early 2000 AD). Sure, it's still a small press comic – and a lot cheaper than *Spaceship Away* – but if Fleetway isn't going to print it, who else is? And Chris (the editor) tells me of some 'big plans'.

In best Fleetway editor's voice: 'What do other readers think?'

Boondocks furore

Bruce Paley (author of *Jack the Ripper: The Simple Truth*)

YOUR coverage of the censorship of Aaron McGruder's *Boondocks* strip in *The Washington Post*

(CI #165) prompted me to throw in my take on it: Comics, in particular the editorial cartoon, have long been a part of the US political landscape, and Presidents from George Washington to Bill Clinton have often found themselves on the receiving end of the cartoonist's barbed pen.

So I find it alarming that a major US paper chose not to run a popular daily strip that poked fun at National Security Advisor Condoleezza Rice's (non-existent) love life. The strip featured a character suggesting that Ms Rice might not be so determined to destroy the world if only there was a man in it that she loved.

It is even more disturbing when that newspaper is *The Washington Post*, whose reporters Bob Woodward and Carl Bernstein almost single-handedly brought down the Nixon administration some 30 years ago!

Now that same paper won't run a little cartoon because it questions the ethics of one of George Bush's cronies. Nor is it the first time that a major paper refused to run McGruder's strip, as *The Boston Globe* earlier this year dropped a *Boondocks* segment that featured an anti-Iraq war protest.

Whatever happened to Freedom of Speech in the USA? In the wake of September 11, it seems to have all but disappeared as America continues to wallow in an obscene fervour of flag waving, in which all who dare criticise government policy are branded unpatriotic!

At times this Nazi-like suppression of free speech has gone to ridiculous lengths, when, for instance, the Baseball Hall of Fame cancelled an anniversary celebration of the film *Bull Durham* because one of its stars, Tim Robbins, was critical of the war on Iraq. And remember the furore that ensued when one of the Dixie Chicks offered a mild criticism of President Bush?

Where will it stop? Will book burning be next? Will cartoonists and other critics of US policy be rounded up and put in concentration camps, like Japanese-Americans

were during World War II?

At least here in the UK our freedoms have survived, with cartoonists such as Steve Bell and Martin Rowson socking it to Tony Blair on a regular basis.

But in the US such voices continue to be silenced, and I fear it will be some time yet before America remembers that its Bill of Rights guarantees all its citizens freedom of speech, without which no democracy can survive.

Retail name 'n' shame

Jamie Stead via e-mail:
fake@btinternet.com

I'VE been reading CI for a fair few years and have been enjoying the recent crop of letters which "tell the truth" about comic shops and how badly they are run, how rude the staff are, etc.

My girlfriend and I were in a local comic shop in York recently and we often laugh about how bad it is and how rude and condescending the staff are. That day I was about to buy £35 worth of *Batman* trades when we overheard the guy behind the counter on the phone. He was telling a story of how some people came into the store and told him it was crap and that the chain's other stores were much better. He then proudly boasted how he threw them out of the shop and that he was the store's "loose cannon".

I put the trade paperbacks back and decided never to shop there again. It is terribly set out, the window displays consist of a *Lord of the Rings* game set up and some cuddly toys; nothing in the way of comics at all. Oh, and the manager is the spitting image of Comic Book Guy from *The Simpsons*!

So, what can we do about it? How about a 'name and shame'? I'm sure most of the shops in the country have staff that read CI and would see everyone's comments... but then maybe some of these places would pull their advertising, which for obvious reasons wouldn't be good for CI. So what can we do? Speak with our wallets perhaps?

In Leeds there are now five (yes

Mike Kazybrid's COMIC CUTS



Send your script ideas to the above address and you receive the original art if yours is published.

Script by Paul Kristian



PAT'S COMICS AND COLLECTABLES
01708 459 444

From Silver Age comics to the latest hot titles, plus trading cards, action figures and more. We are also official stockists of McFarlane Toys. Customer orders taken, anything available we can get!

7 Suttons Lane, Hornchurch, Essex RM12 6RD
We're at MJC House, turn right out of Hornchurch Railway Station

HEROCLIX NIGHT AT PAT'S
Every Friday night is HEROCLIX night at Pat's. Come along and join in the fun, 7.00 till late!

www.patscomics.com

five) comic shops, all in the city centre. Most of them are as bad as each other. One, part of a large chain (hint, hint) has some of the rudest, most ignorant staff I have ever encountered, but being British it's not in my nature to moan and complain to the staff themselves. Maybe we should – but then of course they might throw me out of the shop like the guy in York.

Luckily I buy all my stuff mail order from a certain big advertiser in CI (OK, shameless plug: Ace Comics). I've never had problems with them and even though I've never actually been to their store I can imagine it is well laid out, clean and bright, as their customer service has been amazing so far.

I also love reading the column by Page 45 owner Stephen Holland (*Talking Shop*). I've never been to his shop either, but it sounds great.

The sad things is: we shouldn't even have to talk about this. No other industry is run as badly as this. Sure, there are some crap indie record stores around, but most are great. If HMV was run like most comic shops we would soon complain and go elsewhere.

So, until local shops start to treat customers with respect, I shall stick with mail order.

Re: Saturninnie

Martin Gray
2FR, 1 Seaport Street, Leith,
Edinburgh EH6 6SJ

I've just picked up CI #166 and had to write with reference to the letter from Saturnyne (another address withheld by request) insulting Rob Nott after a review of *Sandman*. Rob said it had peaked by #42 and Saturnyne replies "...probably in line with every other *Sandman* fan, I believe the issues beginning with #41 are some of the most incredibly moving stories anywhere".

Fair enough, that's Saturnyne's

opinion and one with which I, as one of those other *Sandman* fans, disagree with, actually.

And that's where the letter from Saturnyne (sorry to be gender non-specific here; I won't assume this is the old Captain Britain evil queenie) should have closed. Line after line telling us how Rob Nott is obviously stupid and emotionally deficient was unwarranted.

Saturnyne, petal, a review column – like the letters page – is a space for opinions. Rob gave his, you gave yours, citing the "laughter and grief and joy" *Sandman* "constantly" brought you as evidence of its greatness. That seems a bit of an overreaction to a comicbook – were I a professional counsellor I'd be taking ads in the reprints right about now, given that you speak for everyone but Rob and, now, me. Did you enjoy the tortuous poetry that filled the lettercols too? That moved me to tears.

You write: "I'm tempted to say that if reviewers haven't the capacity to appreciate comics such as this, they forfeit the right to comment on ANY title intended for a mature reader".

And I'm tempted... in fact, bugged this having-it-both-ways tempted nonsense, I will say that anyone who has so little courage of their convictions that they would insult a stranger in a public forum and then hide behind a pseudonym, asking for even their e-mail address to be withheld, isn't worth listening to.

Comic Cuts

Ian Millsted 11 Wilby Road,
Lakenham Norwich NR1 2NJ

JUST a quick note to thank you for choosing and improving the script I sent in for *Comic Cuts* (CI #164).

The facial expressions are always fun, which is partly why I chose to send in an idea in the first place.



www.paradoxcomics.co.uk

Advance order service & mail order available

comic prices from
\$2.25 = £1.35
\$2.99 = £1.80
low postage rates

PARADOX
17 High Street, Poole, Dorset, BH15 1AB
tel: 01202 661346
email: paradox@paradoxcomics.co.uk

Photo caption competition

Scott MacGregor, 16 Balgonie Place, Markinch, Fife KY7 6AB

DIDN'T know if the caption competition (CI #165) was for real or not, but here's my entry: *David Lloyd's squashing of the giant blackberry didn't just drench him and his friend. The girl in the background wasn't happy that the stains wouldn't come out of her clothes, so she took it out on security.*

Keep up the good work, CI. It's an excellent and unique magazine!



Not too sure how serious we were either, Scott. But as everybody else went for the "Where's my Guinness?" approach, you won on originality and your fiver is en route!

Directory

An at-a-glance reference guide to everything that counts in comics

Internet Listings

Comics creators

Jessica Abel www.artbabe.com
 Neal Adams www.nealadams.com
 Kyle Baker www.kylebaker.com
 Leo Baxendale www.reaper.co.uk/main.htm
 Brian Bolland Art www.velouria.com/Bolland
 Mark Bright www.mdbright.com
 Eddie Campbell www.eddiecampbellcomics.com
 John Cassaday www.johncassaday.com
 Gene Colan www.genecolan.com
 Chuck Dixon www.dixonverse.com
 Will Eisner www.willeisner.tripod.com
 Warren Ellis www.warrenellis.com
 Phil Foglio www.studiofoglio.com
 Jon Haward www.jonhawardart.com
 Jeff Jones www.jeffreyjones.com
 Bob Layton www.boblayton.com
 Joseph Michael Linsner www.linsner.com
 Tom Lyle www.tomlyle.com
 Scott McCloud www.scottmccloud.com
 Grant Morrison www.grant-morrison.com
 Alex Ross Art www.alexrossart.com
 Dave Stevens www.davestevens.com
 William Stout www.williamstout.com
 Bryan Talbot www.bryan-talbot.com
 Barry Windsor-Smith .. www.barrywindsor-smith.com
 Bernie Wrightson www.berniwrightson.com

Comics publishers

Abstract Studios www.strangersinparadise.com
 AC Comics www.accomics.com
 Acclaim www.acclaim.com/comics
 AiT/Planet Lar www.astronautsintrouble.com
 Antarctic Press www.antarctic-press.com
 Archie Comic Publications .. www.archiecomics.com
 Caliber Comics www.calibercomics.com
 Cartoon Books www.boneville.com
 Chaos! www.chaoscomics.com
 Cool Beans World www.coolbeansworld.com
 Com.X www.comxcomics.com
 CrossGeneration Comics www.crossgen.com
 Crusade Entertainment www.shiweb.com
 Dark Horse www.darkhorse.com
 DC Comics www.dccomics.com
 Drawn and Quarterly ... www.drawnandquarterly.com
 Dynamic Forces www.dynamicforces.com
 Fantagraphics www.fantagraphics.com
 Harris Comics www.vampirella.com
 Heavy Metal www.heavymetal.com
 Knockabout Comics www.knockabout.com

Marvel Comics www.marvel.com
 Northern Lightz www.northernlightz.com
 Oni Press www.onipress.com
 Quality/Warrior www.comicsinternational.com
 Sirius Entertainment . www.sirius.choiceonline.com
 Todd McFarlane Productions www.spawn.com
 Top Cow Comics www.topcow.com
 TwoMorrrows www.twomorrrows.com
 2000 AD www.2000ADonline.com
 Viz (USA) www.viz.com
 Viz (UK) www.viz.co.uk
 WildStorm Comics www.wildstorm.com

Manga and anime

AD Vision www.advfirms.com
 MVM www.mvm-uk.co.uk

Downloadable software

PANELSYS

THE ULTIMATE PANELOGIST'S DATABASE SYSTEM
 FOR ORGANISING YOUR PRIZED COLLECTION! TAKE
 A FREE TRIAL TODAY www.panelsys.com

On-line auctions

COMIC BOOK POSTAL AUCTIONS

Ten successful years specialising in Golden
 & Silver Age, artwork and vintage UK comics
 www.compallcomics.com

eBay www.ebay.co.uk
 Heritage Comics Auctions www.heritagecomics.com

NEAR MINT

THE NEWEST TRULY ONLINE AUCTION
 SYSTEM, DEDICATED TO THE COLLECTIBLE
 MARKETPLACE www.near-mint.com

Fantasy art and books

THE DRAGONS GALLERY

'SHOP ON-LINE' FOR ORIGINAL COMIC ART,
 LITHOS, MANGA, FANTASY AND GOTHIC ART
 www.thedragonsgallery.co.uk

Festivals and fairs

Amadora Festival (Portugal) www.bdamadora.com
 Angouleme BD (France) www.bdangouleme.com
 Comic-Con International (San Diego, USA)
 www.comic-con.org
 Lucca Comics (Italy) www.comune.lucca.it
 Megacon (Florida, USA) .. www.megaconvention.com
 Raptus International Festival (Norway) www.raptus.no
 Scottish Comic, Card & Collectables Fair
 e-mail: marts@redhotcomics.demon.co.uk

Wizard World (Chicago, USA) www.wizarduniverse.com

New and back issue dealers

Ace Comics www.acecomics.net
 Avalon Comics www.avaloncomics.co.uk
 Black Dog Comics www.blackdog-comics.com

CHAOS CITY COMICS

AWARD-WINNING SITE. HIGH GRADE SILVER
 AGE ITEMS & DAVE GIBBONS ORIGINAL ART
 www.chaoscitycomics.com

COMIC BIZ

"BRITAIN'S FAVOURITE COMIC-BOOK
 COMPANY" Over 250,000 items for sale
 www.comic-biz.com

Comics 24-7.co.uk www.comics247.co.uk
 Comics & Collectables www.comicsandcollectables.co.uk
 Comics Forever www.comicsforever.com

COMIX-SHOP.CO.UK

HOT COMICS, NEW IMPORTS, FAST SERVICE,
 NICE PRICES... GO ON - TAKE A PEEK
 www.comix-shop.co.uk

EPIC HEROES

COMICS, TOYS, DVDS, POSTERS, GAMES,
 CCG. ALL AVAILABLE TO ORDER ON-LINE.
 NEXT DAY DELIVERY. www.epicheroes.com

INCOGNITO

ACCESS OVER 500,000 COMICS ON THE UK'S
 FASTEST AND FUNKIEST COMICS WEBSITE
 www.incognitocomics.co.uk

Krypton Comics www.kryptoncomics.com

MEGA-CITY COMICS

LARGEST GRAPHIC NOVEL CATALOGUE IN THE
 COUNTRY - FAST & EASY ONLINE SHOPPING
 www.megacitycomics.co.uk

Mighty World of Comicana www.comicana.com

OBSCURE COMICS

FOR THOSE COMICS THAT YOU CAN'T FIND
 ANYWHERE. CHEAP TOO!
 www.obscurecomics.com

Page 45 www.page45.com

QUICKSILVER COMICS

THE SPECIALIST SILVER AND BRONZE AGE
 SITE. OVER 100,000 ITEMS LISTED, ALL
 WITH COVER IMAGES .. www.qscomics.com

SILVER ACRE COMICS

OVER 900,000 COMICS IN STOCK, 110,000
 DIFFERENT ITEMS LISTED ONLINE
 www.silveracre.com

Speeding Bullet www.speedingbulletcomics.co.uk

Nm,khmdpbnlhbrpbno`mhdr9

By popular demand, CI now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US \$8) a month. Bookable in 6-issue blocks, companies wishing to be included should send £30 or US \$40 (UK: please add £5.25 to cover VAT) with trading name and website address.

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per 6-issue series, US \$80 (£10/\$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to: Internet Listings, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: Listings@comicsinternational.com

Retail Index: UK

Key to the abbreviations used:

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines

ind = independent comics
u/g = underground comic
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc
Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 020 7924 3609

Book & Comic Exchange, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 020 7229 8420

Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 020 7434 4349

Forbidden Planet Outlet Store, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6, Thurs-Fri 10-7 (low price book, comics, toys, videos and merch) 020 7420 3666

NEW Forbidden Planet Megastore, 179 Shaftesbury Avenue, London WC2H 8JR. Mon-Sat 9.30-7; Sun 12-6 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, sci-fi/fantasy, books, video/DVD, games, mags, toys) 020 7420 3666

Goshi!, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Sun 10-6 (Thurs-Fri to 7) (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 020 7636 1011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6 (Thurs-Fri to 7) (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 020 7485 9320

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 020 7836 5630

Orbital, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 020 7434 9363

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 020 8666 2400

Ashton Ltd, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5; Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 020 8770 3815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Thurs 10.30-5.30; Wed 1-5.30; Thurs-Fri 10.30-6; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 020 8597 8547

Black Angel Comics, Merton Abbey Mills, Watemill Way, Merton Abbey, London SW19 5WG. Sat-Sun 10-5 (imp, back, gn, tpbk, merch) 07771 502618

Calamity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri to 7); Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 020 8427 3831

Epic Heroes, 21/23 Station Road, Edgware, Middlesex HA8 7JE. Mon-Sat 10-6 (imp, back, gn, tpbk, STO, RPG, CCG, merch, toys, posters, Transformers) 020 8677 7037

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Fri 10-6 (Thurs to 7); Sat 9.30-6 (back, gn, tpbk, STO, ind, u/g, CCG, merch) 020 8688 7190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3 (imp, back, STO, merch, toys) 020 8677 7037

Krypton Comics, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 020 8801 5378 fax: 8376 3174

They Walk Among Us, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Sat 9.30-5.30 (Thurs to 6); Sun 11-4 (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 020 8788 2052

South East

Ace Comics, 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch) 01206 561912

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-4 (Tues until 5); Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634 817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 01923 249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268 534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473 233017

Chaos City, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727 838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g,

merch) 01865 723680
Comix-shop.co.uk, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6 (imp, back, STO, tpbk, gn, merch, CCG, toys) 01628 777998

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273 691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687 877

Forbidden Planet, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

Forbidden Planet, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322 224837

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582 736256

Pat's Comics & Collectables, 7 Suttons Lane, Hornchurch, Essex RM12 6RD. Mon-Sat 9.30-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch, trading cards) 01708 459444

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, STO, ind, RPG, CCG, merch) 01843 224768

NEW Planet Ace, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702 613021

Slough Computers, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand computer games) 01753 521594

Speeding Bullet Comics, 43 Hermitage Road, Hitchin, Herts SG5 1BY. Mon-Fri 9.30-5.30 (Wed 10-5); Sat 9-5.30 (imp, back, gn, tpbk, s-p, merch, STO, CCG, action figures, original artwork, life-size Spidey mannequin for hire) 01462 451117

Time Trek, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Fri 9.30-5.30; Thurs 10-8; Sat 10-5.30; Sun 10-4 (imp, back, ind, gn, merch, STO, CCG, prl, sf TV/film) 020 8313 0677

Whatever Comics, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227 453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622 681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603 624410

Another World, 42/43 Main Centre (opposite Wilkissons) Derby. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film/TV memorabilia, computer games) 01332 206606

Another World, 23 Silver St, Leicester LE1 5EU. Mon-Fri 10-5.30; Sat 9-5.30;

Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 0116 2515266

Another World, 11 Market Street, Nottingham. Mon-Fri 9-5.30; Sat 9.30-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 0115 9484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782 279294 fax: 202381 Mail Order: 271750

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902 717440

Comic Culture, The Mall, 257-259 High Street, Lincoln LN2 1HX. Mon-Fri 10-5; Sat 9-5 (imp, back, gn, tpbk, STO, prl) 01522 546611

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 024 76229672

Forbidden Planet (FPI), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 0115 958 4706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30 (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, toys, videos) 0121 236 3026

Ground Zero, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623 622017

Nostalgia & Comics (FPI), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45; Fri-Sat 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 0121 643 0143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6 (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 0115 950 8045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604 602311

Travelling Man, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 0115 950 9231

Travelling Man, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 0115 950 9231

North West

All-American, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/AGE, videos, records, CDs) 01204 366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796 854644

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi/horror) 0151 707 1491

Forbidden Planet Megastore (FPI), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30;

Sun 12-5 (2 floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 0161 839 4777

Imagination Station, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01606 49255

Moonwalk Collectables, Unit 15, Climax Works, Durham Street (off Station Road), North Redditch SK5 6YZ. Mon-Sat 10-6 (back, gn, tpbk, STO, ind, merch, Star Wars and Dr Who specialist, TV/film, British titles) 0161 431 6050

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. Mon/Tues/Thurs-Sat (Sun June-Oct inc) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) - 01253 348321 fax: 407813

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RPG, merch) 01772 204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270 215496

Twin Suns, 127 Blackburn Rd, Accrington, Lancashire BB5 0AA. Mon-Sat 10-5 (imp, back, gn, STO, RPG, CCG, merch) 01254 386665

Worlds Apart (FPI), 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, STO, ind, merch, film) 0151 707 0839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642 249143

Forbidden Planet (FPI), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 0191 261 9173

Forbidden Planet (FPI), 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642 248889

Forbidden Planet (FPI), 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9-5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 0114 276 9475

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7; Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 0114 256 9604 fax: 255 3399

Millennium Comics, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925 575657

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP.

Mon-Tues/Thurs 10-5.30 (closed Wed);
Fri 10-6; Sat 10-5.30 (imp, back, STO,
ind, CCG, merch) 01912512288

Sheffield Space Centre, 33 The
Wicker, Sheffield. Mon-Sat 10-5 (Wed
closed) (imp, back, STO, s-p, ind,
merch, Star Trek) 01142758905

Travelling Man, Unit 8/9, The Corn
Exchange, Call Lane, Leeds LS1 7BR.
Mon-Thurs 10-5.30; Fri-Sat 9-5.30;
Sun 11-5 (imp, back, STO, ind, RPG,
CCG, merch, action figures)
01132427227

Travelling Man, 54 Goodramgate,
York YO1 2LF. Mon-Sat 10-5.30
(imp, back, STO, ind, RPG, CCG, merch,
action figures) 01904628787

West Country

American Dream Comics, 72
Walcot Street, Bath BA1 5BD. Mon-Fri
10-5; Sat 10-5.30 (imp, back, STO, s-p,
ind, u/g, merch, original art, hobby kits,
CDs) 01225424881

Area 51, 143 Gloucester Road, Bristol.
Mon-Sat 10-5.30 (imp, back, STO, ind,
u/g, RPG, merch, original art)
01179244655

Automattic Comics, Unit 2, 17
Pickwick Road, Corsham SN13 9BQ.
Mon-Tues 12-5; (Wed closed); Thurs-Sat
10-6 (imp, back, STO, s-p, ind, u/g,
merch) 01249701647

Collector's Choice, 45 Southgate
Street, Gloucester GL1 1TX. Mon-Sat
9-5 (S/Age, British comics/annuals,
vintage mags, toys, memorabilia)
01452410232

Forbidden Planet, 30 Penn Street,
Bristol BS1 3AS. Mon-Fri 9.30-5.30
(Thurs to 7); Sat 9.30-6 (imp, back, STO,
s-p, ind, u/g, merch, film/TV mags,
subculture) 01179298692

Forbidden Planet, 43-45 East
Street, Southampton SO14 3HN. Mon-Fri
9.30-5.30 (Thurs to 6); Sat 9.30-6
(imp, back, STO, s-p, ind, u/g, merch,
film/TV) 02380230991
fax: 2309996

Ian's Books & Comics, 195a Albert
Road, Southsea, Portsmouth PO4 0JP
(next to Tesco). Mon-Tues/Thurs-Fri
10.30-5.15 (Wed closed); Sat 10-5.15
(imp, back, tpbk, STO, s-p, prl, toys)
02392422731

Into the Void, 11 Rodbourne Road,
Swindon SN2 2AG. Mon-Sat 9-5
(imp, back, STO, CCG, merch)
01793434363

Kaboom, 65 High Street, Totnes, Devon
TQ10 9PU. (new, back, action figures,
t-shirts, board games, RPG, import
computer games, mail order)
01803863049

Kathies Comics, Unit BG29,
Broadmead Gallery, The Galleries
Shopping Centre, Bristol BS1 3XB.
Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6; Sun
11-5.30 (imp, back, gn, tpbk, STO, ind,
prl, CCG, merch) 01179221170

Kathies Comics, 20 Market Avenue,
Plymouth, PL1 1PH. Mon-Fri 9.30-5.30;
Sat 9-5.30 (imp, back, gn, tpbk, STO,
ind, prl, CCG, merch) 01752257800

Paradox Comics, 17 High Street,
Poole, Dorset BH15 1AB. Mon-Fri
10.30-5; Sat 10-5 (imp, back, gn, STO,
ind, merch, videos) 01202661346

Purple Haze, 38 Eastlake Walk,
Drakes Circus Shopping Centre,
Plymouth, Devon PL1 1BX. Mon-Fri
10-5.30; Sat 9-5.30 (imp, back, STO, ind,
u/g, merch, film, TV, sci-fi/horror/genie
books, videos, Star Trek/Wars,
cassettes/CDs) 01752254136

Wonderworld, 540 Christchurch
Road, Boscombe, Bournemouth, Dorset.

Mon-Sat 9-5.30 (imp, back, STO, ind,
CCG, merch, film/TV/media, beanie
babies) 01202394918

Wales

Cardiff Fantasy Centre, 1st Floor,
Jacobs Market, West Canal Wharf,
Cardiff. Sat 9.30-4.30 (imp, back, STO;
established over 20 years)
02920658184 (eves)

Comix Shoppe, 13 Shoppers Walk,
Swansea SA1 3AY. Mon-Fri 10-5; Sat
10-5.30 (imp, back, STO, ind, u/g, RPG,
CCG, merch, anime, Games W/shop)
01792642097

Forbidden Planet (FPI), 5 Duke
Street, Cardiff. Mon-Sat 10-5.30 (imp,
back, STO, ind, u/g, merch, sci-fi/fantasy/
horror books, Star Trek/Wars)
02920228885

Negative Zone, Provision Market
Gallery, High Street, Newport, Gwent
NP9 1DD. Mon-Sat 9.30-5 (imp, back,
gn, STO, s-p, ind; established for 11
years) 01633222159

Scotland

Asylum Books & Games, 29
Adelphi, Aberdeen AB11 5B2. Mon-Sat
10-6 (Mon and Thurs to 8); Sun 12-5
(imp, back, STO, new/second hand
RPG, CCG, books, original art)
01224574637

Black Hole Comic Shop, Unit 3, 5
Victoria Road, Dundee DD1 1ER.
Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp,
back, STO, ind, second hand records,
CDs, videos) 01382221037

City Centre Comics, 51 Parnie
Street, Glasgow G1 5LU. Tues-Sat 10-5
(back) 01415522208

Forbidden Planet (FPI), 12
Schoolhill, Aberdeen AB10 1JX. Mon-Fri
10-6 (Thurs until 7); Sat 9.30-5.30;
Sun 12-5 (imp, gn, STO, s-p, ind, u/g,
prl, CCG, merch) 01224622131

Forbidden Planet (FPI), 40-41 South
Bridge, Edinburgh EH1 1LL. Mon-Wed
10-5.30; Thurs 10-6.30; Fri-Sat 10-5.30;
Sun 12-5 (imp, STO, s-p, ind, merch,
foreign) 01315588226

Forbidden Planet (FPI), 168
Buchanan Street, Glasgow G1 2LW.
Mon-Sat 10-5.30; Sun 12-5 (imp, back,
STO, s-p, ind, u/g, merch)
01413311215

Justice Comics, Unit 36, The Arcade,
Stirling FK8 1AX. Mon-Sat 10-5 (imp,
back, STO, ind, merch) 01786447687

Kapow!, 28 Allison Street, Govanhill,
Glasgow G42 8NN (off Pollokshaws
Road). Tues-Sat 11-6 (buy and sell back,
gn, ind, mags, videos, DVDs, new and
second-hand books, merch)
01414241600

Plan 9, 9 Rosemount Viaduct, Aberdeen
AB25 1NE. Mon-Sat 10-5 (Thurs to 6);
Sun 1-4 (imp, back, STO, ind, RPG,
CCG, WWF, merch, sci-fi)
tel/fax: 01224624467

Red Hot Comics, Block D Unit 7,
Glenwood Business Park, Glenwood
Place, Glasgow G45 9UH. Sat 11.30-6;
Sun 12-5 (imp, back, gn, tpbk, STO, ind,
prl, CCG, merch) 01416300049

Northern Ireland

Forbidden Planet (FPI), 47
Winetavern Street, Belfast BT1 1JQ.
Mon-Sat 9.30-5.30 (imp, back, STO, ind,
u/g, merch) 02890438744

Planet Ace Derry, 33 Shipquait
Street, Derry, Londonderry BT48 6DF.
Mon-Sat 10-6 (imp, back, gn, tpbk, STO,
ind, prl, RPG, CCG, merch)
02871369787

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town
US calls begin with the 1 prefix only. The following is a fraction of the estimated
3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South,
Birmingham, AL 35205 (film,
newsstand, ind) (00)12059332787

Alaska

Bosco's in Spenard, 2606 Spenard
Road, Anchorage 99503. Mon-Sat 11-8,
Sun 12-6 (new, back, CCG, RPG, cards,
anime, merch) (00)19072744112

Bosco's Diamond Centre, 800 East
Diamond Boulevard, Anchorage 99577.
Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new,
back, CCG, RPG, cards, anime, games,
Star Wars/Trek) (00)19073443963

Bosco's in Eagle River, 11432
Business Boulevard, Eagle River. Mon-
Sat 12-8, Sun 12-5 (new, back, CCG,
RPG, cards, merch) (00)19076965166

Arizona

Lost Dutchman, 747 West Camelback
Road, Phoenix, AZ 85013. Mon-Sun
10-7 (new, back) (00)16192780371

California

Comickaze, 5525 Clairemont Mesa
Boulevard, San Diego, CA 92117-2342.
Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new,
back, CCG, merch) (00)18582780371

Comix Experience, 305 Divisadero
Street, San Francisco, CA 94117. Mon-
Sat 11-7; Sun 12-5 (new, back)
(00)14158639258

Flying Colors Comics, 2980 Treat
Blvd, Concord, CA 94518. Mon-Sat
11-7 (Fri until 8); Sun 12-6 (new, back,
ind, cards, merch) (00)15108255410

Lee's Comics, Inc., 1020-F N
Rengstorff Avenue, Mountain View, CA
94043. Mon-Sun 10-9 (new, back: 1930s
to date, anime, manga, s-p, adult, merch)
(00)16509651800

Lee's Comics, Inc., 2222 South El
Camino Real, San Mateo, CA 94403.
Mon-Sun 10-9 (new, back: 1930s to date,
anime, manga, adult, s-p, merch)
(00)16505711489

Meltdown Comics & Collectibles,
7522 Sunset Boulevard, Los Angeles, CA
90046 (toys, comics, books)
(00)13238517223

Stand-Up Comics, 10020 San Pablo
Avenue, El Cerrito, CA 94530. Mon-Fri
11-7; Sat-Sun 11-6 (new, back, cards,
anime, CCG, merch)
(00)15105253344

Third Planet, 3822 Sepulveda
Boulevard, Torrance, CA 90505. Sun-
Thurs 11-8; Fri + Sat 11-9 (new, ind, back,
CCG, RPG, GW, sci-fi/fantasy, anime,
merch) (00)13107916227

Hawaii

Gecko Books & Comics, 3613
Waialae Avenue, Honolulu, 96816. Mon-

Sun 9-9 (new, back, cards, toys, merch)
(00)18087321292

Illinois

Comic Kingdom, 5941 W Irving Park
Road, Chicago, IL 60634 (new, back)
(00)17735452231

Louisiana

Comic Cosmos, 343 W Esplanade
Avenue, Kenner, LA 70065. Mon-Thur
11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new,
back, cards, CCG, toys, anime)
(00)15042860039

Crescent City Comics & Cards,
6111 Elysian Fields, New Orleans, LA
70122. Mon-Sat 11-7, Sun 12-6 (new,
back, cards, CCG, RPG, anime)
(00)15042860039

More Fun Comics, 8200 Oak Street,
New Orleans, LA 70118. Tues-Sat 11-7,
Sun-Mon 12-6 (new, back, cards, CCG,
merch, toys, CDs) (00)15048651800

Maine

Casablanca Comics, 151 Middle
Street, Portland, ME 04101. Mon-Sat
10-9, Sun 12-7 (new, back, cards, CCG,
RPG, merch, art) (00)12077801676

Casablanca Comics, 778 Roosevelt
Trail, Windham, ME 04062. Mon-Fri
11-7, Sat 10-6, Sun 12-5 (new, back,
CCG, RPG, merch) (00)12078920056

Massachusetts

Comicopia, 464 Commonwealth
Avenue, Boston, Massachusetts 02215.
Mon-Sun 11-7 (Wed 10-8) (new, merch,
CCG, manga, tpbk) (00)16172664266

Minnesota

Uncle Sven's Comic Shoppe, 1838
St Clair Avenue, Saint Paul, MN 55105.
Mon-Fri 3-6, Sat 11-4 (new, back, tpbk,
gn, videos, action figures, CCG, RPG;
est 19 years) (00)16516993409

New York State

Earthworld Comics, 327 Central
Avenue, Albany, NY 12206. Mon-Wed
11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5
(new, back, ind, manga/anime, cards,
merch) (00)15184655495

Forbidden Planet (FPI associate),
840 Broadway (at 13th St, NY 10003.
Mon-Sat 10-10; Sun 12-10 (new, ind,
back, RPG, merch, fantasy)
(00)12124731576

Jim Hanley's Universe Ltd, 4 West
33rd Street (opposite Empire State
Building), NY 10001. Mon-Sat 9am-
11pm; Sun 10-9. (Everything to do with
comics) (00)12122687088

Jim Hanley's Universe Ltd, 325 New
Dorp Lane, Staten Island, NY 10306.
Mon-Sun; 12-9. (Everything to do with
comics) (00)17183516299

Midtown Comics, 200 West 40th
Street, NY 10018 (00)1212302-8192

Ohio

The Laughing Ogre, 4258 North High
Street, Columbus, Ohio 43214. Mon-Sat
10-9; Sun 12-5 (new, back, cards,
merch) (00)16142676473

Oklahoma

Time Warp, 588 SE Washington Street,
Bartlesville, OK 74006 (new, back,
cards, games, toys, CDs, sci-fi/fantasy)
(00)19183353373

Pennsylvania

Comic Castle, 17 West Fourth Street,
Williamsport, PA 17703 Mon-Sun 10-9
(new, back) (00)17173228763

Golden Eagle, Berkshire Square,
1159 Berkshire Boulevard, Wyoming,
PA 19610 (new, back, games, CCG,
cards, Star Wars/Trek)
(00)16103768255

Golden Eagle, Fairgrounds Square
Mall, Reading, PA 19605 (new, back,
games, CCG, cards, Star Wars/Trek)
(00)16109213160

Tennessee

Collector's World, 1511 E Main
Street, Murfreesboro, TN 37130. Open
all week (new, back, CCG, merch,
cards, CDs) (00)16158951120

Collector's World, Hickory Plaza
South Central, 5751 Nolensville Road,
Nashville, TN 37211. Open all week
(new, back, CCG, merch, cards, CDs)
(00)16158951120

Collector's World, 10820 Kingston
Park #10, Knoxville, TN 37922 Open all
week (new, back, CCG, merch, cards,
CDs) (00)14236756830

Collector's World, 4006 Granny
White Park, Nashville, TN 37204 (new,
back, CCG, merch) (00)16153858136

Texas

Cliff's Comics, 2205 West Berry
Street, Fort Worth, TX 76110 (new, back,
cards, merch) (00)18179277172

Collectible Heroes, 502 West Calton
Road #307, Laredo, TX 78041. Mon-Wed
2-7.30; Thurs-Sat 11.30-7.30 (new, back,
cards, merch) (00)19567918428

Dragon's Lair Comics & Fantasy,
616 West 34th Street, Austin, TX 78705
(new, back, games, anime, miniatures,
prl) (00)15124542399

Virginia

Thore Comics, 3514 Oaklawn
Boulevard, Hopewell, VA 23860. Mon-
Sat 11-7 (new, back, Silver Age, sci-fi,
M:TG, cards, vinyl) (00)18044589561

Trilogy Shop, 700 E Little Creek Road,
Norfolk, VA 23518. Mon-Fri 11-7, Sat
10-7, Sun 12-6 (new, back, merch)
(00)17575872540

Wisconsin

Lost World of Wonders, 6713 West
Oklahoma Avenue, Milwaukee, WI
53219 (00)14143284651

ChqdbspL`qjdsPQds`hkdqP9

Comics International's Retail Index is THE international retail reference source for collectors, creators, publishers
and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US \$10) a month!
Bookable in 6-issue blocks, retailers wishing to be included should send US \$60 or £36 (UK; please add £6.30 to
cover VAT @ 17.5%) plus shop information as detailed on previous page to:

Retail Index, Comics International, 345 Ditchling Road, Brighton BN1 6JJ, England

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can
be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch) (0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, NSW 2150. Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, RPG) (0061) 2 9891 1848

Phantom Zone, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG) (0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 7627

Belgium

Forbidden Zone, 25 Rue de Taminés, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (001) 514 948 2627

Dragon Lady Comics & Paper Nostalgia, 609 College Street, Toronto, Ontario M6G 1B5. (001) 416 536 7460

Little Shop of Heroes, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (001) 519 291 2281

Silver Snail Comic Shop, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (001) 416 593 0889

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat

10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R) (0033) 320 319 375

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits) (0033) 320 55 1010

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG) (0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (imp, manga, gn, RPG, CCG, merch) (0033) 55 65 17378

Les Nageurs de Sable, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch) (0033) 2 47 39 52 40

Pulps, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG) (0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, t/cards) (0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch) (0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch) (0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch) (0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-11 (imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPI), 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

Sub-City Comics, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3167 71902

Sub-City Comics, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3915 65994

The 3rd Place, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch) (0035) 3163 36965

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 051 234459

Avalon, via Pedriali 21, Forlì. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 0543 33523

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (imp, back, gn, RPG, CCG, merch) (0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, CCG, cards, merch)

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 011 5617252

Forbidden Planet, via Pinerolo 11/15, 00182 Rome (imp, back, gn) (0039) 06 70305702

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 5617252

Malaysia

The Mind Shop, Starhill Centre, Jalan Bukit Bintang, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

New Zealand

Heroes For Sale, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g) (0064) 9 307 0682

Whitcoulls Corner Branch, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax: 9 356 5408)

Portugal

BdMania, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch) (00351) 21 346 1207

Interzona, Centro Comercial Brasília, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

Mundo Fantasma, Centro Comercial Brasília, Rua Luis Veiga Leitao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

South Africa

Euronlag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch) (0027) 11 896 3773

Zed Bree's Comic Universe, Mediterr-anean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch) (0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch) (0046) 8 202516

Switzerland

Analph Comiciaden Strassburgstr, 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

January 22-25: France

ANGOLEME BD. Organisers: Festival International de la Bande Dessinée, 2 Place d l'Hotel de Ville, 16000 Angoulême, France. Tel: 0033 05 45 97 86 50 fax: 0033 05 45 95 99 28. E-mail: b.morchart@labd.com Website: www.labd.com

March 5-7: United States

MEGACon 2004, Orange County Convention Centre, Orlando, Florida. Organisers MegaCon, 4023 Tampa Road - Suite 2400, Oldsmar, Florida 34677, USA. Tel: 001 813 891 1702. E-mail: info@megaconvention.com Website: www.megaconvention.com

April: England

MEMORABILIA '04, NEC, Birmingham. Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

May 15-16: England

LONDON EXPO, ExCel Convention Centre, Royal Victoria Dock, London E16. Organisers: London Expo (EW), PO Box 38727, London E10 7YH. Tel: 020 8523 1074. E-mail: infohelp@londonexpo.com Website: www.londonexpo.com

May 21-23: Finland

ARCTIC COMICS FESTIVAL, KEMI. Organisers: The Arctic Comics Centre, Rautatiekatu 13 B, FIN-90100 Oulu, Finland. Tel/fax: 00358 400 514 540. E-mail: ilpo.koskela@graafinenstudio.com Website: www.kemi.fi/sarjis

May 29-30: England

Comics Festival 2004, The Empire and Commonwealth Museum and Ramada Plaza Hotel, Bristol. Organiser: Kev F. Sutherland. Website: www.sitsvac.org

May: Spain

THE 22ND BARCELONA INTERNATIONAL COMIC FESTIVAL. (2003 est: 85,000). Organisers: Ficomic, Palau, 4 Baixos, 08002 Barcelona, Spain. Tel: 0034 93 301 23 69 fax: 0034 93 301 52 26. Website: www.ficomic.com

June 10-13: Switzerland

FESTIVAL INTERNATIONAL DE LA BANDE DESSIGNEE DE SIERRE. Organisers: Festival BD Sierre, CP 200, CH-3960 Sierre, Switzerland. Tel: 0041 27 455 90 43 fax: 0041 27 455 91 01. E-mail: festival@bdsierre.ch

July 22-25: United States

COMIC-CON INTERNATIONAL '04, San Diego, California. (2003 est: 53,000). Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. Tel: 001 619 491 2475 fax: 001 619 414 1022. Website: www.comic-con.org

July: England

MEMORABILIA '04, NEC, Birmingham. (2003: 18,853). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

August 13-15: United States

WIZARD WORLD CHICAGO CON 2004. (2003 est: 35,000) Organisers: Wizard World Chicago, 151 Wells Avenue, Congers, NY 10920-2064. Tel: 001 608 226 0200. Website: www.wizarduniverse.com

August: Canada

CANADIAN NATIONAL COMIC BOOK EXPO '04, Metro Toronto Convention Center, Toronto, Ontario. (2003 attendance: 15,000) E-mail: info@hobbystars.com Date: TBA

August: Scotland

MEMORABILIA '04, The SECC, Glasgow. (2003 attendance: 7,342) Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

The letters (FPI) after entries indicate that the company is part of Forbidden Planet International Ltd

Comics Publishers

North America

Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.

While circulations vary immensely, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact phone numbers are given where readily available.

AARDVARK-VANAHEIM, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

ABSTRACT STUDIOS, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

AC COMICS, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

ACCLAIM COMICS, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint, dormant)
(00)1 516 656 5000

AiT/PLANET LAR, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels)
(00)1 415 504 7516

ALTERNATIVE COMICS, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative and graphic novels)
(00)1 352 373 6336

AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC., 600 East Coast Avenue, Lantana, Florida 33464 (Cracked)
(00)1 561 586 1111

ANTARCTIC PRESS, 7272 Wurzbach, Suite 204, San Antonio, Texas TX 78240 (adventure and US manga)

ARCHIE COMIC PUBLICATIONS, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour)
(00)1 914 381 5155

AVATAR PRESS, 9 Triumph Drive, Urbana, Illinois, IL 61802 (horror fantasy titles) (00)1 217 384 2211

AWESOME ENTERTAINMENT, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

BONGO ENTERTAINMENT, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and related humour titles)
(00)1 310 966 6168

CALIBER COMICS, PO Box 6191,

Plymouth, MI 48170 (black and white adventure titles)
(00)1 734 462 0457

CARTOON BOOKS, PO Box 16973, Columbus, OH 43216 (Bone and related)

CROSSGENERATION COMICS, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy adventure) (00)1 813 891 1702

CRUSADE FINE ARTS LTD., PO Box 845, Bayport, NY 11705 (fantasy and adventure)
(00)1 631 472 2866

DARK HORSE COMICS, 10956 South East Main Street, Milwaukee, OR 97222 (adventure titles, licensed, US and Japanese manga)
(00)1 503 652 8815

DC COMICS, 1700 Broadway, NY 10019 (adventure and humour, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

DISNEY COMICS, 500 South Buena Vista Street, Burbank, CA 91521 (humour titles)
(00)1 818 507 5739

DRAWN & QUARTERLY, PO Box 48056, Montreal, Quebec, Canada H2V 4S8 (black and white biog)

DREAMWAVE PRODUCTIONS, 2750 14th Avenue, Suite 302, Markham, Ontario L3R0B6, Canada

DYNAMIC FORCES, 155 Ninth Avenue, Suite E, Runnemede, NJ 08078 (variant editions and merchandise) (00)1 856 312 1040

FANTAGRAPHICS BOOKS, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult)
(00)1 206 524 1967

HARRIS COMICS, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror)
(00)1 212 807 7100

HARVEY COMICS ENTERTAINMENTS, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour)
(00)1 310 451 3377

HEAVY METAL, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions)
(00)1 516 594 2130

HUMANIDS PUBLISHING, PO Box 931658, Hollywood, California CA 90093 (US-European editions)
(00)1 714 2880200

IMAGE COMICS, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure)
(00)1 714 2880200

MARVEL ENTERTAINMENT GROUP, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed)
(00)1 212 696 0808

NBM PUBLICATIONS, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)

ONI PRESS, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure)
(00)1 503 233 1377

RADIO COMIX, 11765 West Avenue, PMB 117, San Antonio, TX 78216 (anthropomorphic manga)
(00)1 210 348 7195

SIRIUS ENTERTAINMENT, INC., PO Box 128, Stanhope, NJ 07874 (adult)
01892 500 100

SLAVE LABOR GRAPHICS PUBLISHING, 848 The Alameda, San Jose, CA 95126 (black and white fantasy) (00)1 408 279 0451

TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)

TOP SHELF PRODUCTIONS, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical)
(00)1 770 425 0551

TWOMORROWS PUBLISHING, 1812 Park Drive, Raleigh, North Carolina, NC 27605 (comics feature magazines) (00)1 919 833 8092

VEROTIK PRESS, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)

VIZ COMICS, PO Box 77010, San Francisco, CA 94107 (English translated manga)

WaRP GRAPHICS, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs)
(00)1 914 473 9277

WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage DC subsidiary imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour and adventure comics, pocket books and annuals)

EGMONT MAGAZINES LTD., 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school titles)
020 7344 6400

HAMLIN BOOKS, 2-4 Heron Quays, London E14 4JB (2000 AD graphic novels) 020 7531 8584

I FEEL GOOD LTD, 9 Dollington Street, London EC1V 0BQ (Viz) 020 7687 7000

JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (albums) 020 7381 6007

KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945

PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent TM2 5UJ (humour and adventure titles, Marvel licensed)
01892 500 100

REBELLION DEVELOPMENTS LTD, The Studio, Brewer Street, Oxford OX11QN (Judge Dredd Magazine and 2000 AD)
01865 792201

THE REDAN COMPANY, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licensed titles) 01743 364433

SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comic magazines, books and graphic novels)
0161 833 2664

TITAN ENTERTAINMENT GROUP LTD, Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics)
020 7620 0200

France

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums)
(0033) 1 42 79 10 00

CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga)
(0033) 1 40 51 28 00

DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga)
(0033) 1 40 45 35 39

DELCOURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics)
(0033) 1 53 41 86 10

FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums)
(0033) 1 43 20 23 96

GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 1 41 46 11 11

J'AI LU, 84 rue de Grenelle, 75007 Paris (licensed Japanese manga) (0033) 1 44 39 34 70

LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums) (0033) 1 44 93 88 33

MARVEL, BP 62, 06702 St Laurent Duvar (0033) 1 92 12 57 57

SEMIC FRANCE, 45 rue Broca, 75005 Paris (licensed comics and albums) (0033) 1 43 36 32 00

Italy

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39

SERGIO BONELLI EDITORE, via Buonarroti 38, 20145 Milano (black and white comics)
(0039) 02 96480403

MARVEL ITALIA, viale Emilio Po' 380, 41100 Modena (Marvel licensed titles)

CULT COMICS, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed)

MAGIC PRESS, Zona industriale via Ragusa 18, 00040 Pavana, Roma (Vertigo and WildStorm licensed) fax: (0039) 06 93020361

STAR COMICS, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga)

ASTORINA S.R.L., via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

KING COMICS, via Pinerolo 3, 00182 Roma (comics)

Spain

The following are the country's comics and album publishers. If phoning from the USA, the country code of 0034 becomes 011 34

NORMA EDITORIAL, Fluvia 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums)
0034 93 303 68 20

EDITORIAL PLANETA-DE AGOSTINI, SA, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

TOUTAIN EDITOR, SA, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums)
0034 93 344 06 00

EDICIONES LA CÚPULA, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums)
0034 32 682 8 05

Mail Order Specialists

Key to abbreviations used:

w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = see for catalogue
wants = wants lists accepted
s-wants = see with wants lists

CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with enquiry

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Silver Age

Accepted as starting in 1955 with DC's superhero rebirth through **Detective Comics** #225 (intro-ducting the Martian Manhunter) and **Showcase** #4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

East Coast Comics UK, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Quicksilver Comics, PO Box

73, Ossett WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

Post-Silver Age

Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPI) formerly Comics Warehouse, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Tarpaulin Books and Comics, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

Comic-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

Advance Imports

US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all

of the major US publishers.

Acce Comics, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Comic-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

86th Floor Comics & Cards, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

Planet Warehouse (FPI) formerly Comics Warehouse, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

Limited Editions

Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

Trading Cards

Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Old British Titles

The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.

The Book Palace, Jubilee

House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist) 020 8325 9507

Merchandise

Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Peripherals

Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Just Comics, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

Planet Warehouse (FPI) formerly Comics Warehouse, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

Alternative & Biographical

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY 0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

Diamond Comic Distributors, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/graphic novels, back-list specialists) 020 8960 5855

Turnaround Publisher Services, Unit 3, Olympia Trading Estate, Coburg Road, Wood Green, London N22 6TZ (graphic novels, art books, film and TV, popular culture) 020 8829 3000

L'hkp Nqcdqp Cd'kdqr9

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 (\$6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/\$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

Classified

Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. (Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)

• FOR SALE ads (and dealer wants/announcements) are charged:

- (i) **General announcements:** Stating no issue numbers, prices or titles. Per 50 words (or part thereof) £5.00 (\$7.50 US)
- (ii) **List ads:** (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) £10.00 (\$15.00 US)

Payment (to Comics International) must accompany advertising copy.

CI Classified, 345 Ditchling Road, Brighton BN1 6JJ

For Sale

Collection of comics for sale: thousands of titles at giveaway prices, featuring Marvel, DC and indie comics from the 1960s to the present. For your full list, send an sae to D. Morrall, 66 Pen-y-graig Road, Townhill, Swansea SA1 6JY.

Latest half-price sale: Many thousands of Marvel, DC and indie comics, all at half price. For your full list of available books send an sae to M. Cruden, 18 Backbower Lane, Hyde, Cheshire SK14 5NS, or phone 0161 366 8226. E-mail mcruden@btinternet.com, or alternatively log on to <http://members.lycos.co.uk/mcruden> to see the full lists.

Get in first: Next March, Quality Communications will be publishing Dez Skinn's 288-page full colour hardback **Comix: The Underground Revolution** with contributions by Hunt Emerson, Denis Kitchen, Trina Robbins and a host more. Order now for a special pre-publication signed edition. Only £25 (including p&p) from: Quality, 345 Ditchling Road, Brighton, East Sussex BN1 6JJ.

Wanted

Advertisers are reminded that *Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.*

Wanted: **T.V. Comic** weeklies and specials from the 1960s and 1970s; **Superboy** and **Batman** British annuals from the 1950s and 1960s; **Archie**: 80-Page Giants only. US and UK detective and horror pulp magazines pre 1960. Small sized pin-up mags and any Bettie Page material. **Boardman, Badger** and "sleazy" digests from the 1950s. Write to John Balfour, Westerstraat 67-3, Amsterdam, Holland, 1015 LW.

Wanted: **Kadath** (magazine) fall 1984 - Heroic Fantasy issue, **Gothics** (art folio) by Lee Brown Coye 1967 from New Albion Books. Also **Issues of Whispers** (1970s to 1990s small press Weird Fantasy magazine). Please state which issues. Contact Roger Newson, 32 Rosemary Avenue, Felixstowe, Suffolk IP11 9HX. Tel: 01394 277603 after 6pm.

Wanted: **Faust 11, Deep Red 6** (Chas Balun), **From Hell** (limited S&N hardcover), and any documentaries or articles on Ed Kemper or JErrey Dahmer. Top prices paid! Contact C. Downs, 9 Albemarle Street, Boulevard, Anlaby Road, Hull HU3 3JN. Or text 07961 008997 any time.

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!

Sgt Mike Battle: The Greatest American Hero! 4. Relive the adventure from 1987 when Sgt Mike Battle led Battle Force against the terrorist organisation Panda! Only £1 (plus p&p) for 40 pages of black and white fun from Graham Pearce, c/o 42 Talbot Road, Preston PR1 9QX. Visit www.sgtmikebattle.com

In Dublin City (a story in rhyme told in pictures by Gerry Hunt). Issues 1 and 2 of this professionally printed, 36-page, A4, colour card-covered title now available. "Astounding" - Dez Skinn. £5 the pair with all proceeds donated to The Simon Community. Order from Robert Curley, Atomic Diner, 51 Tyrconnell Park, Inchicore, Dublin 8, Ireland.

From the Tomb 11 presents an Al Feldstein cover, his horror work and early humour books. Enter those Houses of Horror from

the 1950s comics, Morbius in Vampire Tales, The Spectre, and the UK editions of Black Magic analysed and indexed. £3.95 from Soaring Penguin, 2 Hambledon Road, London SW18 5UB.

UK Web & Mini Comix Thing 2004: £4 on the day. Spend the day with the mini and web comix artists of today, buy mini comix and have your portfolio critiqued by professional artists. 20th March 2004, The Octagon, Stepney, London. See website for further information: www.ukwebcomixthing.co.uk

ANROFuture Trends new homepage is up! This time it's true! Is it worth the wait? Visit www.alternaterealities.co.uk

Black Boar Press Sketchbook #1, limited to 80 signed and numbered copies. Sketches, and rarely seen art by David Hitchcock, featuring **Springheeled Jack, Whitechapel Freak, Spirit of the Highwayman** and more. A5, 30+ pages. £3.50 (including postage & packing) cheques to D. Hitchcock, Gunhills Farm, Gunhills Lane, Windley, Derbyshire DE56 2LR.

The O Men 21: The Eagle Award-nominated super-soap continues! The spotlight falls on mortal enemies Doctor O and Anathema as major secrets are revealed! Send £1 to Martin, 19a Trevelyan Road, Tooting, London SW17 9LS. Collections of the early **O Men** issues are also now available! Check out the website: www.theomen.free-online.co.uk

Have you seen **Varicose Brain**? Well, Linda Lusardi, Sebastian Loeb, Frank Quitley and Dale Winton haven't heard of it either! Don't be like all of those losers. Buy **Varicose Brain**. Adult humour but not a masturbatory aid. Only £2. Please send payment to Michelle Corcoran, 32 Hornel Road, Kirkcudbright, Scotland DG6 4LH.

Warren Fanzine. **Spooky 2** - the second issue. 24-page fanzine, featuring **Creepy, Eerie, Vampirella** and more! E-mail: piers@spookyfanzine.com. £1.75 including UK postage from Piers Casimir, 14 Burton Close, Wheathampstead AL4 8LU.

At last, the long-delayed **Cosmos Inc 3** is here! Lesbian mercenary nuns and killer androids abound, so buy it! Also, **Comics Retrospective 4** is now available, an issue-by-issue look at the All-Star Squadron. Both are \$1.20 from Tony Ingram, 3 Lower Harlings, Shotley Gate, Ipswich, Suffolk IP9 1QE.

Twelve years ago a group of frustrated Dan Dare enthusiasts brought together members of

Frank Hampson's team to recreate the original just as it had been. Their end product is now available in the new thrice-yearly all-colour A4 magazine **Spaceship Away**. Issue one is on sale in all good specialist outlets, or by post at £7.80 from Rod Barzilay, 8 Marley Close, Preston, Weymouth, Dorset DT3 6DH. Tel: 01305 832617.

The Lord of the Rings, a 40-page critical appreciation of Tolkien's masterpiece, written by Mike Cruden, with full-page illustrations by Tony Schofield. £1 including p&p from Mike Cruden, 18 Backbower Lane, Hyde, Cheshire SK14 5NS.

Bad Tommy Tooth Head, as seen in **CI #165 Panel Beaters**, is available now. 50p a copy from David Miles Golding, 120 Queen Elizabeth Drive, Normanton, West Yorkshire WF6 1LR. Or e-mail: dave@amberland.freeseve.co.uk

Gone a new graphic novel by Nigel Auchterlounie is now available to buy. £6.99 (including p&p) from There Goes Tokyo, 145 Clydesdale Road, Byker, Newcastle NE6 2EQ. Retailers: contact us about our special deals: gonebook@aimail.net.

The Comics Advertiser, with all the latest small press comics and an article by Rik Hoskin, is free! Available now from all good comics retailers, or for an A4 sae from CAOF Comics, 10 Cleveland Avenue, High Ercall, Telford, Shropshire TF6 6AH. Go demand your free copy now!

Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly - The Eagle 1950-1969. For just £18 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original Eagle contributors. Write to the membership secretary: Keith Howard, 25a Station Road, Harrow, Middlesex HA1 2UA. Or e-mail: rsheaf@npg.org.uk

Comics Creators Guild: The Future of Comics in our Hands. Industry veterans and aspiring professionals. Join the largest comics organisation in Europe. Monthly meetings, newsletter, Comics Forum, exclusive publications, free legal advice, special discounts and more. For further information please contact: Comics Creators Guild, 22 St James Mansions, West End Lane, West Hampstead, London NW6 2AA. www.comicscreators.org.uk

BUY OR SELL OR EVEN TRADE

It's been tried and tested for over 10 years and it's still going strong...

Comics International's Classified section has turned more than one £5 - For Sale - advertiser into a big-time full page dealer.

One of the first-read sections of the magazine for both dealers and fans, Classified offers you the opportunity to add a part time job to boost your finances.

Most comic fans have unwanted titles taking up valuable space...

» A loft which is in need of clearing.

» A spare room which is no longer spare.

» A garage which is pining for a car.

Classified can help you not only clear that space, but earn you money while doing so. More than 4,500 such ads have been placed on this page, with regular dealers coming back each issue.

It costs only £5 to place a 50-word For Sale general announcement. Or £10 for a 100-word list ad, detailing issues and prices. Ads can appear within a week of you sending them...

So, what are you waiting for? Everybody else to jump in first?

» It's down to you!

Comic & Card Events

Events @ CAMDEN CENTRE
Bidborough St, London WC1

COMICBOOK MARKETPLACE

FOR AMERICAN COMICBOOKS
AND CULT COLLECTABLES

The Comicbook Marketplace is held six times a year at the Camden Centre and is just a few minutes walk from Euston, Kings Cross and St. Pancras stations. There are more than ninety tables with over 1,000,000 comicbooks, magazines and trading cards on sale, including S.F., Fantasy, Film and T.V. related items from Britain's top dealers.

2004
SUNDAY
JANUARY
4

OVER 90
DEALERS
TABLES!

HOW TO GET THERE. BUS: 10, 17, 30, 45, 46, 53, 73, 91, 214, or 259 to Kings Cross/Camden Town Hall. UNDERGROUND: Circle, Metropolitan, Piccadilly or Victoria Line to Kings Cross. BRITISH RAIL: Euston, Kings Cross and St. Pancras are within walking distance of the venue.

FUTURE DATE: 7TH MARCH 2004

CARD MART

FOR SPORTS, NON-SPORTS AND
COLLECTABLE GAMING CARDS

2004
SUNDAY
JANUARY
11

THE NATION'S
TOP TRADING
CARD EVENT

FREE ADMISSION TO ALL SHOWS
DOORS OPEN 12 NOON

THE NATIONAL COLLECTORS MARKETPLACE

ROYAL NATIONAL HOTEL
BEDFORD WAY
LONDON WC1

NEW National Photo Gallery
Now On Our Website

The National, with 160 tables is the largest regular marketplace for comicbook and trading card collectors in the U.K. You will also find a whole range of related materials including Sci-fi, Fantasy, Film, TV and Toys from leading British & International dealers.

2004
SUNDAY
FEBRUARY
1

2000 AD
ACTION FIGURES
ANIME
BABYLON 5
BRITISH COMICS
BUFFY
COMIC BOOK SUPPLIES
GAMING CARDS
GOLDEN AGE COMICS
LATEST IMPORT COMICS
NON-SPORTS CARDS
ORIGINAL ARTWORK
POKEMON
SILVER AGE COMICS
SPORTS CARDS
SCI FI/FANTASY
STAR TREK
STAR WARS
TOYS
TRADING CARD SUPPLIES
VIDEOS

HOW TO GET THERE. BUS: 68, 91, 168 or 188 to Woburn Place. UNDERGROUND: Piccadilly Line to Russell Square. NATIONAL RAIL: Euston and Kings Cross are within walking distance of the venue.

FUTURE DATE: 2ND MAY 2004

Dealers: for table availability phone 020 747 66 873

www.comicmart.co.uk

Events

A summary of all the events advertised this issue

January 2004

- 4/1 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street [NOTE: not at The Royal National Hotel as previously listed] (p58)
11/1 **London:** Card Mart, Camden Centre, Bidborough Street (p58)
17/1 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p48)
18/1 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool (p48)
31/1 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p34)
31/1 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p48)

February

- 1/2 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p58)
7/2 **London:** The London ABCD Show, The Royal National Hotel, Bedford Way, London (p46)
7/2 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road (p48)
14/2 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham (p48)
21/2 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street (p48)
28/2 **Birmingham:** Comic Mart & Card Show, The Clarendon Suites, Hagley Road, Birmingham (p48)

March

- 7/3 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street [NOTE: not at The Royal National Hotel as previously listed] (p58)
13/3 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p48)
27/3 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p34)

May

- 2/5 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p58)
16/5 **London:** The London ABCD Show, The Royal National Hotel, Bedford Way, London (p46)
29/5 **Birmingham:** Comic Mart & Card Show, The Clarendon Suites, Hagley Road, Birmingham (p48)

September

- 19/9 **London:** The London ABCD Show, The Royal National Hotel, Bedford Way, London (p46)

Please note: the above listing of UK comics, trading card and related events is free to Comics International display advertisers only.

LOOKING FOR INFORMATION ON COMICS-RELATED
EVENTS AROUND THE WORLD? SEE OUR
INTERNATIONAL FESTIVAL GUIDE ON PAGE 54.

ON THE NET? THEN CHECK OUR WEBSITE INDEX WITH
EVENT ORGANISER WEB ADDRESSES. SEE PAGE 51

INTO COMICS? INTO THE INTERNET?

Updated daily, this is the UK's fastest comics website
with over 500,000 comics to order online:

www.incognitocomics.co.uk

You can also order from our FREE catalogue
by e-mail, phone, fax or snail mail!

e-mail: sales@incognitocomics.demon.co.uk

Incognito, 1-2 The Friars, Canterbury, Kent CT1 2AS (tel/fax: 01227 785898)

Job done!

FROM DIAMOND SELECT TOYS



MARVEL UNIVERSE™

FILL YOUR UNIVERSE WITH CHARACTER

AVAILABLE
NOW!



MARVEL
UNIVERSE

WWW.DIAMONDSELECTTOYS.COM

MARVEL™

DIAMOND™
SELECT TOYS

COMIC SHOP LOCATOR SERVICE
888-COMIC-BOOK
800-266-4226

www.marvel.com

www.diamondselecttoys.com

MARVEL and all related characters: TM & © 2004 Marvel Characters, Inc. All rights reserved. www.marvel.com. Diamond Select Toys and Collectibles is a trademark of Diamond Select Toys and Collectibles, LLC. © 2004 Diamond Select Toys and Collectibles. All Rights Reserved. Final product may vary.